IMMORTAL
Designed, Curated, and Edited by Richard Anderson

Immortal

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Designer's Notes

This RPG concept began around 1995 with a project called Demigod, a game premise heavily influenced by Marvel's Silver Surfer and Highlander. It was a crude and relatively basic d% system and more of a "get the idea down on paper" type thing than anything remotely fleshed out and developed.

I wanted to revisit the premise again, having had new ideas and new inspirations. Something triggered my creativity and I let it flow, not even realizing that the new inspiration was primarily that of Neil Gaiman's work. The rudimentary building blocks may have been the heralds of Galactus and Connor MacLeod , but it became a much more matured setting with the addition of Sandman and American Gods influences that had been absorbed in my subconscious.

This book was originally published in 2025 for playtesting purposes and greatly influenced other works, later (the One-on-One RPG systems and related).

- Richard Anderson

Rin Hart woke for the third time that decade.

The alarm on his phone blared a song he didn't remember choosing. He slapped it quiet, stared at the cracked screen, and let the fog of reforming ebb out of his muscles. Physically he looked early thirties, lean, dark hair in disobedient waves, a faint scar at his chin—one he'd stopped healing because it helped the Mask. Inside, his bones still remembered being dust on a freight line that never made it through the Grayline.

The new apartment was small: mismatched furniture, a couple of plants gamely trying to live, a stack of case folders on the kitchen table. On the wall above the tiny couch, a framed photo showed him shaking hands with the mayor of Halcyon City. *Congratulations to Detective Rin Hart, Special Investigations.*

He pulled on the Mask piece by piece. Shirt and tie. Holster, badge, jacket. The weight of the gun meant nothing; mundane weapons felt like props now. The badge, though—that had gravity. It was a key, a story people believed in.

He checked the mirror. Eyes a little too sharp. He softened his gaze by thinking of traffic, paperwork, budget meetings. It helped.

"Hi, I'm Detective Hart," he told his reflection, deadpan. "I'm very tired, I'm underpaid, and I absolutely don't glow when I die."

The reflection didn't glow. Good enough.

His phone buzzed again, this time a message from Morales.

> MORALES: you alive?
> MORALES: got one for you. weird scene @ bay. ferry pier.
> MORALES: bring your spooky brain.

Rin smiled despite himself. Detective Riya Morales was one of the few mortals who had been physically present for one of his "deaths." She remembered it as an explosion, the sort that turned bodies into smoke. Her mind had obligingly filled in the blanks. Humans were generous that way.

He texted back: On my way.

Outside, Halcyon City roared and glittered. Towering glass in the Central Spire caught the early light over the bay. The river district, where the old bricks drank in morning haze, was already alive with delivery vans and street vendors. Above them all, hidden behind clouds and smog and the quiet hum of power lines, he felt the slow pulse of the Halcyon Rift under the bay. Like a toothache in the sky.

He headed to the pier.

The police tape flapped in a chilly wind that smelled of salt, diesel, and the faint metallic tang of something else. Something wrong.

Morales waited by the gate, dark hair pulled back, sunglasses doing a poor job of hiding the circles under her eyes. She held a to-go cup in one hand and a folder in the other.

"Morning," she said. "You look like hell."

"Good," Rin replied. "That means the disguise is working."

She snorted, then gestured toward the pier. "Witness says the ferry… came in wrong."

"Wrong how?"

"You tell me." She passed him a tablet. Rain-glossed footage played: the bay, calm. Then, abruptly, the water rippled in a tight concentric ring, like a drop had fallen from a great height onto the surface. The ferry slid into frame a heartbeat later, but for three frames—less than an instant—it was *two ferries*, overlapping, misaligned, then snapping together with a white flare.

On-screen, people on the dock staggered; one fell to their knees. The video glitched, then resumed.

“Ship’s fine,” Morales said. “No one remembers anything except feeling weird and being late. But the GPS logs, harbor control radar… all kinds of static for a couple minutes. Felt like your kind of impossible.”

Rin listened past her words and felt the bay. Deep under the water, the Halcyon Rift pulsed again, just once, like a tired heart.

“Any injuries?” he asked.

“Couple of nosebleeds, one panic attack.” She hesitated. “And one dead. Sort of. This way.”

They walked down the pier. The ferry was offloading passengers, all looking more annoyed than traumatized, which in its own way was chilling. Entropic events didn’t always look like horror films. Sometimes they looked like canceled trains.

A body lay on the concrete near a piling, covered by a sheet. A uniformed officer lifted the edge when they approached.

The man looked… *unfinished*. Not wounded, not burned. His face and upper torso appeared complete, but his hands blurred at the edges, fingertips trailing into static. His chest folded into itself in neat, geometric patterns, as if someone had started erasing him with a very precise tool and then got bored halfway through.

Rin felt his Resolve tighten, the Immortal in him bristling. This wasn’t just death. This was story theft.

“Witnesses?” he asked quietly.

“Some folks saw him on the ferry,” Morales said. “Others swear he wasn’t there until it docked. ID says he lives three blocks away, but records are weird. His social security number links to an eighty-year-old who died in the seventies. And that guy’s death certificate is… blank.”

Rin crouched and brushed his fingers near the pattern at the man’s ribs. Cold, like copying static from an old TV. He focused, let his perception slip past the Mask. Senses that hadn’t been meant for one world only opened.

For a heartbeat, he saw a broken thread.

This man’s life had run forward like a film strip. Work, marriage, boredom, a dream of starting a band that never happened. Then the film strip had stopped mid-frame and blurred backward, the shapes losing coherence. Someone had reached into his narrative and pulled.

He’d felt similar patterns before, once, in a dead world whose name even he couldn’t recall.

Achaia, he thought. *You’re touching our city now?*

Morales watched him with concern. “Hart?”

He blinked his vision back to mortal spectrum. “Sorry. Losing my edge to caffeine withdrawal.”

She eyed him, then looked back at the body. “You gonna give me one of your ‘gas leak’ theories for the report, or…?”

“Gas leak, static on the lines, a glitch in the matrix,” he said lightly. “Pick your poison. I’ll write something useless but official.”

“Yeah,” she murmured. “That’s what worries me.”

As if on cue, Rin’s phone buzzed in his pocket. He checked the notification and felt the Mask shiver a little.

IMARI KADE: *We saw it. Come in. Now.*

The message carried the faint resonance of Compact authority, the voice of the Veiled Continuum’s handler in Halcyon. Imari did not use that tone often.

Rin looked up at the bay. The water lapped harmlessly at the pilings. The ferry honked and reversed away from the dock to make room for the next. Mortals swore, adjusted backpacks, took selfies.

Everything was normal.

Everything was wrong.

“I gotta go,” he told Morales.

“Of course you do,” she said, not quite hiding the hurt. “You always do when it gets really weird.”

“Riya—”

“Just bring me *something* next time,” she said, more tired than angry. “A name. A reason. Anything.”

He wanted to tell her the names he knew: Achaia of the Broken Story. Nuthrael. Irthis. Names that had never crossed mortal tongues in their true form. Names that would turn her life inside out.

Instead, he said, “I’ll try.”

“Yeah,” she said softly. “That’s what *really* worries me.”

He walked away with the weight of a city’s narrative pressing on his shoulders.

CHAPTER ONE: THE IMMORTAL WORLD

You are not a god.

You simply lived long enough to be mistaken for one.

You are one of the Immortals—ageless beings who do not age, do not sicken, and do not starve. You have existed, in one form or another, since the earliest stirrings of the universe. Your memories may stretch back to the first fires of a young Earth, or to a sky over another world entirely, far from this blue planet. Some immortals are barely awakened and are practically babes in the eyes of their peers.

Most of the universe never knew your name.
Parts of it worshiped you.
Entropy wants you erased.

This chapter explains what Immortal is about, what kind of universe it takes place in, and where your stories begin.

---

1. What Is *Immortal*?

Immortal is a tabletop roleplaying game about ageless beings of increasing power, struggling with eternity in a universe that is slowly unraveling.

- You play Immortals: beings who cannot die from aging, disease, hunger, or thirst.
- You can be male, female, or asexual, in any physical form from "totally human" to "cosmic and incomprehensible".
- You have powers that range from classic superhuman abilities to strange, setting-unique cosmic talents.
- You are incredibly hard to kill. When your body is destroyed, you can reform over time, faster as you grow older and ascend in Tier.
- Some of your kind are Travelers, able to create gates that span worlds, galaxies, or even dimensions.
- Your true enemy is Entropy, the cosmic tendency toward decay, oblivion, and unmaking—often personified in powerful beings and monstrous forces.

The default campaign setting is modern-day Earth, seen from the perspective of beings who have watched civilizations rise and fall. But Immortal stories can begin in any era—prehistoric, medieval, cyberpunk future, alien empires, or broken realities beyond known space.

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2. Themes & Tone

Immortal supports a wide range of tones, but most games blend:

- Mythic Superheroics
  You can punch through tanks, rewrite memories, stop bullets in the air, or step from New York to Mars through a crack in reality.
- Urban Fantasy & Secret Histories
  Gods of old myth were often Immortals. The "demons" in religious texts may be Entropic agents. That strange anomaly in the Large Hadron Collider? Someone you used to know tried something reckless.
- Cosmic Adventure
  Worlds beyond Earth, forgotten alien cultures, ancient stellar empires, derelict cities floating in the dark between galaxies.
- Eternal Character Drama
  You might have known the villain 10,000 years ago… intimately. Old promises, betrayals, and vows still matter.
- Existential Struggle
  Entropy is not just a villain; it's a cosmic law. You aren't fighting to "win" forever—you're fighting to give existence more time, more meaning, more stories before the lights go out.

GMs and players decide whether your campaign leans more toward bright superhero action, moody supernatural thriller, philosophical cosmic saga, or something in between.

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3. The Cosmology of Immortal

The universe of Immortal is simultaneously vast and fragile.

3.1 The Material Universe

At the baseline, there is a physical universe filled with stars, planets, galaxies, and void. It obeys familiar physical laws, but those laws are not absolute; they are habits. Immortals and other high-level beings can bend them.

- Galaxies & Worlds: Countless worlds host life. Most never know Immortals existed; a handful worshiped them.
- Civilizations: Mortal civilizations rise, burn brightly for a while, and fade. Immortals watch, interfere, protect, exploit, or ignore them.

3.2 Other Realms & Dimensions

Beyond the familiar universe lies a tangle of other planes:

- Echo Realms: Layers of reality that shadow familiar worlds—spirit-realms, dreamscapes, and psychic overlays.
- Engineered Dimensions: Pocket worlds created by Immortals and near-immortals, some as sanctuaries, prisons, laboratories, or sanctums.
- Entropic Depths: Regions where Entropy has eroded reality, leaving twisted landscapes, dead universes, and shattered laws of existence.

Travel between these is usually difficult, dangerous, or impossible for mortals. For some Immortals—especially Travelers—it is a question of focus and will.

3.3 Immortals

Immortals:

- Do not age. You might look twenty-five forever, or appear as a towering magma giant.
- Do not suffer natural disease. Exotic, metaphysical afflictions can still touch you.
- Do not need food or water. You can still enjoy them, but they are optional.
- Can survive extremes: Vacuum, radiation, deep ocean, volcanic cores… some care only as much as you decide.
- Have physical forms, but these are ultimately expressions of an enduring essence. Destroy the body, and the essence reforms another.

Not every Immortal is born on Earth. Many originate on other worlds, other species, other mythologies. Some have changed their forms so many times that they barely resemble what they once were.

3.4 Birth and Reproduction

Immortals are extremely rare:

- Most were “kindled” in some ancient process now poorly understood—tied to early cosmic epochs, primal magic, precursor technologies, or the birth of universes.
- New Immortals are rarely born, usually as the result of two Immortals of opposite genders reproducing, or through a singular, reality-shaking event (a cosmic storm, a failed experiment, a pact with something deep in the Entropic depths).

Every new Immortal is a big deal. Entropy is always hungry. The universe only occasionally answers with something that can resist it.

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4. Entropy: The Great Unmaking

Entropy is the overarching antagonist of Immortal.

- On one level, it is thermodynamic reality—heat death, decay, the inevitable flattening of all differences.
- On another level, it manifests as forces, entities, and cults that actively speed up the process: corrupting worlds, hollowing out dimensions, and turning living stories into ash.

Entropy takes many forms:

- Entropic Immortals: Some of your kind turned away from growth and protection and now serve unmaking. They can inflict true death on other Immortals.
- Old Gods & Demonic Figures: On many worlds, terrifying entities worshipped as gods of death, ruin, or madness are manifestations or servants of Entropy.
- Entropic Phenomena: Reality storms, null zones where powers fail, creeping anomalies that erase cities, or nightmares that become physically real and consume their dreamers.

Not all Entropic beings see themselves as "evil." Some believe the universe must end cleanly. Others think existence is a mistake. Others just want silence.

Your character's relationship with Entropy is a major part of their story:

- Former servant turned rebel?
- Reluctant ally in rare circumstances?
- Stalwart defender of life and meaning?
- Or something in between?

---

5. Immortals & Earth's History

Earth is only one world among many… but in the default setting, it is your primary stage.

Across its history, Immortals have:

- Been worshipped as gods, angels, demons, saints, spirits, or monsters.
- Sat behind thrones as advisors, manipulators, or secret protectors.
- Walked among mortals in disguise, simply living lives for a while.

Below is a broad sketch of how Immortals might have interacted with Earth's ages. These are frameworks; your group can rewrite any of them.

5.1 Prehistory & Mythic Dawn

- Early Immortals walked openly among tribes, shaping myths.
- Some taught fire, agriculture, or magic-like techniques.
- Others played god-war games, scarred continents, and then vanished.

Many legends of titans, world-serpents, and primordial beings trace back to early Immortals and Entropic monstrosities locked in clashes mortals could barely survive.

5.2 Bronze Age & Classical Antiquity

- Immortals settled into pantheons, each associated with a region or culture.
- Their disputes became the myths of gods warring, loving, betraying, and intervening.
- Some Immortals took vows to withdraw from overt worship, recognizing the danger of dependence and idolatry.

Entropy hid in shadows: plagues, strange cults, city-destroying storms, and unseen whispers that drove kings to madness.

5.3 Medieval & Early Empires

- Immortals played roles as saints, demons, wandering holy figures, witches, or "sorcerers" with impossible longevity.
- Secrets accumulated—repositories of forbidden knowledge, relics forged from Immortal essence, prisons for Entropic horrors.
- Some Immortals retreated farther, seeing mortal history as a cycle they could not (or should not) micromanage.

5.4 Age of Revolutions & Industry

- The rise of science challenged old mythologies. Immortals adapted:
    - Some became hidden patrons of scientists and philosophers.
    - Some resisted technological change, siding with old orders.
    - Some infiltrated emerging powers (corporations, nation-states, secret societies).

Entropy adjusted, too: war on an industrial scale, ideological extremism, world-spanning pandemics, and weapons capable of burning cities.

5.5 World Wars to Modern Day

- The 20th century was loud even by Immortal standards.
- Some Immortals tried to prevent cataclysms; others couldn't… or wouldn't.
- Entropic agents thrived in chaos: genocides, nuclear terror, environmental collapse.

By the early 21st century—the default present-day era—most Immortals on Earth operate under an unspoken consensus:

- Do not openly reveal ourselves to all of humanity.
- Intervene selectively so as not to shatter the fragile balance.

Of course, not everyone agrees.

6. Modern Earth: The Default Stage

In the default starting point, it is modern day on Earth. Technology, culture, and politics resemble our own world, with several hidden layers:

6.1 The Mortal World

- Most humans are unaware Immortals exist.
- Paranormal phenomena are dismissed as hoaxes, misinterpretations, or rare anomalies.
- Fringe groups, conspiracy theorists, and occult circles may stumble close to the truth—some guided, some manipulated by Immortals or Entropic agents.

Modern Earth has:

- Global communications and surveillance.
- Advanced science and dangerous weapons.
- Growing concern about climate, pandemics, and societal fractures.

To Immortals, this era is uniquely volatile: everyone is watching everyone, truths spread fast, and secrets are hard to keep.

6.2 Immortals in the Modern Day

Immortals on Earth may:

- Live under carefully maintained identities (Masks), occasionally "faking their deaths" and starting anew.
- Operate as vigilantes, patrons, masterminds, or recluse "eccentrics."
- Work for or against governments, corporations, think-tanks, and criminal networks.
- Use their powers sparingly in public, obscured by plausible explanations (gas leaks, strange weapons, freak storms, CGI, etc.).

Some Immortals have created:

- Hidden enclaves: sanctums, safe houses, or entire disguised communities.
- Neutral meeting grounds: places where Immortals agree not to fight (much).
- Quiet arrangements with governments: help in exchange for secrecy.

6.3 Factions

You can tune or replace these, but the setting commonly features:

- The Covenant of Continuance
  Immortals dedicated to maintaining the universe for as long as possible. They prefer subtle influence and surgical intervention over open rule.
- The Silent Accord
  A loose pact among Immortals on Earth to keep their existence hidden from the general public—to avoid panic, persecution, and Entropic exploitation.
- Entropic Cabals
  Cells of Entropic Immortals, mortal cults, and corrupted entities working toward collapse—whether in the form of apocalyptic events, widespread despair, or deep structural decay.
- Neutral Wanderers
  Immortals who decline all formal allegiances, traveling between worlds, dimensions, and eras, sometimes helping, sometimes merely observing.
- Elder Circles
  Groups of Tier 4 Elders who rarely intervene directly but shape epochs through distant nudges. Their internal politics and philosophies can be as dangerous as any war.

Your PCs might be:

- A new cell within the Covenant, tasked with dealing with a surge in Entropic activity.
- A group of rogue Immortals hunted by both Entropy and the established Elders.
- A mixed band of old friends, rivals, and uneasy allies drawn together by a looming cosmic threat.

7. Beyond Earth: Other Worlds & Galaxies

Immortals are not bound to a single world.

- Some originate from alien civilizations that rose, flourished, and burned out long before humans walked upright.
- Some watched the birth of stars and the fall of empires far beyond the Milky Way.

In your campaigns, you might visit:

- Dying Worlds: Planets in the last stages of habitability, their skies bruised, their seas receding.
- Shining Metropolises: Advanced alien cities where Immortals are known, worshiped, feared, or hunted.
- Abandoned Megastructures: Rings, spheres, or lattices drifting in space, remnants of civilizations that challenged Entropy… and lost.
- Primitive Worlds: Worlds early in their development, where an Immortal's presence could alter entire evolutionary paths.

Travel to these places is typically done via:

- Advanced mortal technology (slow, risky, limited).
- Immortal-created devices or constructs drawing on cosmic principles.
- Travelers—Immortals whose unique gift is to open portals from world to world, system to system, and eventually dimension to dimension.

---

8. Other Eras & Timeframes

While modern day Earth is the default starting point, *Immortal* is designed so you can move the campaign to any time and place.

Some possibilities:

- Bronze Age Epic: Immortals openly rule city-states, fight titanic monsters, and shape early human cultures.
- Dark Ages Horror: Europe or another region besieged by plague and war, while Entropic cults and Immortals clash in the shadows.
- Renaissance Intrigue: Hidden Immortals guide art, science, and politics, while Entropy tries to twist discovery into destruction.
- World War Saga: High-stakes global conflict, where Immortal interference could change history—or shatter everything.

- Near-Future Neon: Megacities, cybernetics, virtual realities, hidden Immortals jockeying for control over emerging post-humanity.
- Far-Future Star-Faring: Humanity and other species spread across the stars; Immortals are legendary guardians, tyrants, or wanderers of the void.
- Broken Reality: A shattered multiverse where Entropy has already eaten large chunks of existence, and Immortals fight to preserve what's left.

In many campaigns, Immortals remember multiple eras and travel between them—physically or through flashbacks, dreams, or time-plucked echoes.

---

9. Elders and the Weight of Tier 4

When an Immortal reaches Tier 4, they become an Elder—a being whose presence can sway worlds and whose decisions can echo across galaxies and dimensions.

Elders:

- Reform after death in hours, not months.
- Wield powers at such potency that cosmic-scale consequences are always possible.
- Often hold responsibility: guardian of a world, steward of a species, keeper of a cosmic secret, jailer of an Entropic titan, or curator of a crucial pocket realm.

Not all Elders are benevolent. Some:

- Have fallen into despair and quietly assist Entropy.
- Rule entire regions of space like distant, semi-absent gods.
- Withdraw completely, working on projects beyond mortal or lesser immortal comprehension.

As a PC, you may eventually ascend to Tier 4. When you do, you stop merely surviving in the universe, and start being partially responsible for what it becomes.

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10. What Do Immortal Characters Do?

In this setting, Immortal PCs might:

- Hunt Entropic agents before they trigger apocalyptic events.
- Protect a city, region, or world from threats no one else can even perceive.
- Investigate anomalies—places where reality is failing or being rewritten.
- Play power games with other Immortals, vying for influence and control.
- Guide or sabotage mortal leaders, shaping history.

- Travel to other worlds to repair damage, rescue allies, or pursue enemies.
- Confront their own pasts—old lovers, former enemies, broken promises, ancient crimes.
- Face Elders, either seeking help or challenging their decisions.

Your stories are not just about beating bad guys. They are about what it means to keep choosing—to care, to act, to fight—over centuries or millennia when everything else changes or ends.

11. Using the Setting at the Table

As a GM or player, you can treat this chapter as a toolkit:

- Use the modern Earth overview as your default backbone.
- When you need depth, zoom into a particular region, community, or secret faction.
- When you want to go big, step outward into other worlds, galaxies, or dimensions.
- When you want to go deep, dive into an Immortal's personal history, and let old choices shape present dilemmas.

Later chapters will give you:

- Rules for creating Immortal characters.
- The power system, a gamut of abilities, from physical to cosmic.

- Archetypes and Tiers in mechanical detail.
- Travelers, portals, and interdimensional journeys.
- Tools for building Entropy antagonists, “old gods”, demonic figures, and truly lethal threats.
- Guidance for running campaigns in different eras and scales.

For now, know this:

The universe is ancient.
Its story is not over.
You are an Immortal. What you do next matters.

CHAPTER TWO: THE IMMORTAL CONDITION

You cannot die of age.
You cannot die of sickness.
The universe *keeps* you.

That doesn't mean you are safe.

This chapter explores what it means to be Immortal: how your existence works, what happens when you "die," how you change over centuries, and how your kind relates to mortals, each other, and Entropy.

It is written as an infrastructure first and foremost. Later chapters will give the exact rules that match these concepts.

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1. Body and Essence

Every Immortal has two intertwined aspects:

- The Body – a physical (or quasi-physical) form you inhabit.
- The Essence – the enduring core of your being, tied to your consciousness, powers, and identity.

Mortals are bound tightly to their bodies; when the body fails, they die.
Immortals are bound to their essence; the body is an expression of it.

1.1 Immunities and Needs

Immortals:

- Do not age. Your body may look 10, 25, 60, or something inhuman, but it stays that way unless you choose to alter it.
- Do not succumb to natural disease. For you, illness is either trivial or metaphysical in nature.
- Do not require food, water, or breath to survive.
    - You may eat, drink, or breathe for pleasure, habit, or social camouflage.
- Ignore most environments:
    - In deep space, you will not suffocate.
    - In volcanoes, your essence will not burn.
    - Under oceans, you will not drown.

      Your *body* may be damaged by extreme conditions, but your essence endures, hostile environments will eventually destroy the physical forms of most Immortals eventually.

1.2 Pain and Injury

You *can* be hurt. Pain is real:

- Wounds, dismemberment, disintegration—your body can suffer all of it.
- Your Cohesion (the integrity of essence + form) can be shattered.
- You can be torn apart, scattered, crushed, burned, or unmade.

Immortality means that this is never the end by default…but every destruction leaves a mark somewhere inside.

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2. Death Without Ending: Reforming

When an Immortal's body is destroyed, they do not simply vanish. They reform.

This process is sometimes called:

- "Reknitting"
- "The Slow Return"
- "The Long Walk Back"
- Or simply Reforming.

2.1 Collapse of the Self

At the moment of "death":

- Your body fails in some catastrophic way—explosion, crushing, disintegration, or Entropic dissolution.
- Your essence detaches from damaged matter like a magnet torn from its metal.
- For a heartbeat (or something like it), you are a raw presence, unanchored.

Most Immortals remember this moment as:

- A bright flash
- A tunnel sensation
- Distant music
- An echoing silence
  or some other repeated, personal impression.

2.2 The Reforming Process

After detachment, your essence:

1. Seeks an anchor – a place, concept, or pattern tied strongly to you:

- A world you consider “home”
- A body-form you favor
- A bonded person, item, or realm

2. Draws matter and energy around that anchor.
3. Reassembles a functional body appropriate to your Tier, power, and nature.

The time required depends on:

- Your Tier of power
- How badly you were damaged
- Environmental factors (Entropy, wards, sanctity, etc.)
- Any special protections you have established

As a general guide, the blocks of time attributed to your reformation:

- Awakened (Tier 1): Months
- Ascendant (Tier 2): Weeks
- Radiant (Tier 3): Days
- Elder (Tier 4): Hours

These are not strict laws—more like common patterns. Some Elders can reform in minutes. Some wounded Awakened have wandered disembodied for years before they managed to pull themselves together.

2.3 Memory and Personality After Reform

Immortals usually reform with their memories and personality intact.

However, extreme damage can cause:

- Fragmentation: Gaps in memory around the event or in specific eras.
- Blurring: Multiple centuries folding into each other; difficulty recalling details.
- Shifted Outlook: Trauma from multiple deaths can harden, soften, or destabilize an Immortal’s personality.

Very old Immortals sometimes speak of “versions” of themselves:

> “That was me, but it was three deaths ago. I’m not sure I’d make the same choice now.”

Some deliberately use reforming as a way to reset: arranging for a near-inevitable death, expecting to come back a little different.

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3. Quietus: True Death

Immortality is not absolute. There is a word for the final end of an Immortal:

> Quietus

Quietus is not simple physical death; it is the severing or effacement of the essence itself. When Quietus occurs, there is no reforming, no slow return. Only absence.

3.1 Causes of Quietus

Common paths to Quietus include:

- Entropic Unmaking
  Some Entropic beings wield powers or weapons that can destroy essence as well as form. A strike of this kind can turn an Immortal to nothing.
- Soul Binding and Consumption
  Certain rituals, artifacts, or powers can trap an essence permanently—locking it in stasis, feeding on it, or rewriting it beyond recognition.
- Self-Offering
  An Immortal, especially an Elder, might voluntarily offer their essence:
  - To fuel a cosmic barrier
  - To seal an Entropic breach
  - To resurrect or restore many others
    This act is usually final.
- Multiplicative Overkill
  Repeated violent destruction within a short span, especially under Entropic conditions, can fracture an essence so thoroughly that it cannot reassemble.

3.2 Fear of Quietus

Most Immortals handle ordinary death with grim humor:

- “See you in a few months.”
- “If I don’t make it back, burn the cult library.”

Quietus is different. It is the one thing that truly scares almost everyone, including those who have seen galaxies die.

Some embrace it as a final rest. Others bargain, betray, or rage to avoid it. Some Entropic factions promise “perfect silence” as a gift.

Whether your character fears Quietus, seeks it, denies it, or has made peace with it is an important part of who they are.

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4. Time, Memory, and Sanity

Immortality is not only a physical condition. It is psychological pressure on a scale mortals cannot easily imagine.

4.1 The Weight of Ages

Living for centuries or millennia means:

- You have watched empires rise and fall.
- You have outlived countless friends, lovers, rivals, and enemies.
- You have seen your own ideals tested, broken, remade.

Common Immortal coping strategies:

- Cycles: Reinventing oneself every few centuries—new name, new style, new habits.
- Anchors: Attaching to particular people, places, causes, or projects.
- Abstraction: Detaching emotionally and treating mortals like brief sparks.
- Hyperfocus: Obsessed with one goal (collect all knowledge, watch all stars, protect one bloodline, destroy one faction).

4.2 Forgetting as Mercy

Memory is long—but not perfect.

- Some Immortals choose to let old memories fade, either naturally or with mental powers.
- Some store memories outside themselves—artifacts, books, psychic crystals, sealed dream-realms.
- Some deliberately erase traumatic eras or actions, leaving only hints behind.

The result is that even ancient Elders may be uncertain about their own past:

> "I think I loved them. I don't remember why I chose to forget."

4.3 Madness and Transformation

Not every mind endures eternity intact.

- Some Immortals become unstable, shifting between roles, moods, and identities.
- Some fall into Ennui—a cosmic boredom so deep that nothing seems to matter.
- Some join Entropy, deciding the ultimate solution to pain is ending everything.

Others transcend in healthier ways:

- Embracing playfulness in the face of meaninglessness.
- Dedicating themselves to creation—art, worlds, cultures.

- Becoming Shepherds of younger species, accepting the pain of inevitable loss.

How your Immortal handles the burden of time is central to their roleplaying experience.

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5. Immortal Society (Such As It Is)

There is no single Immortal empire, no unified government of the undying. Immortals are too scattered in origin, belief, and personality.

What exists instead are overlapping cultures, circles, and codes.

5.1 Numbers and Distribution

Immortals are *rare*.

- On a single Earth-like planet, there might be a few dozen to a few hundred.
- Across a galaxy, perhaps thousands.
- Spread across all dimensions and universes that still exist, maybe tens of thousands.

Most never meet. Many suspect they are alone until they encounter another of their kind.

5.2 Local Cultures

On any given world, you might find:

- Courts and Cabals: Formal gatherings in hidden cities, palaces between worlds, or secret sanctums.
- Quiet Clusters: Small networks of Immortals who keep an eye on each other.
- Lone Wanderers: Immortals who prefer isolation, drifting through cities or wastelands unnoticed.

Immortal customs vary, but some patterns recur:

- Hospitality Codes: Sanctums where violence is prohibited; guests are not harmed without cause.
- Duels of Honor: Ritualized conflicts to settle grievances without shattering continents.
- Masks and Names: Multiple identities for different circles (one for mortals, one for Immortals, one only Elders may speak).

5.3 Factions and Philosophies

Immortal society is built around questions like:

- *What is our responsibility to mortals?*
- *Should we interfere with history?*
- *Is Entropy an enemy to fight, a fate to accept, or something to serve?*

Some broad philosophies include:

- Guardians: Protect life, meaning, and stories for as long as possible.
- Gardeners: Encourage specific worlds or species, pruning dangerous growths, letting others die.
- Players: Treat existence as a long game; morality is flexible, stakes are cosmic.
- Refusers: Avoid grand roles; live quietly, help locally, ignore the larger war.
- Entropists: Serve or align with Entropy, seeking controlled dismantling of reality or absolute silence.

Your character's stance can place them at odds or in alliance with others—sometimes for centuries.

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6. Tiers as Lived Experience

Mechanically, *Immortal* divides power into four Tiers. In this setting, Tiers reflect how an Immortal experiences themselves and the universe.

6.1 Tier 1 – Awakened

- You know what you are—or you're just beginning to understand.
- You are stronger and tougher than almost anything around you.
- You might pass as a "superhero", a "sorcerer", or an inexplicable anomaly.

Awakened Immortals often:

- Attach strongly to a particular time, city, or circle of mortals.
- Make mistakes, die more frequently, and learn from it (or don't).
- Struggle with *scale*: "I can't fix everything. What can I fix?"

6.2 Tier 2 – Ascendant

- You have practiced your powers.
- You can shape large-scale events: wars, economies, planetary disasters.
- You've likely died and reformed multiple times.

Ascendants often:

- Become key players in Immortal politics.
- Create sanctums, secret organizations, or long-term projects.
- Begin to see the patterns connecting worlds, eras, and dimensions.

6.3 Tier 3 – Radiant

- You are a walking myth.
- Your mere presence tilts the odds around you.
- Others (Immortal and mortal) build plans, religions, or conspiracies around your existence.

Radiants often:

- Step beyond single worlds, roaming galaxies or dimensions.
- Take apprentice Immortals under their wing.
- Make decisions that affect entire civilizations.

6.4 Tier 4 – Elder

- You are ancient, powerful, and deeply woven into cosmic structure.
- You reform quickly and can cause irreversible changes at scale.
- Responsibility finds you even if you don't want it.

Elders often:

- Guard prisons holding Entropic titans.
- Maintain barriers, pocket realms, or keystone constructs.
- Decide when to intervene… and when to let worlds die.

Reaching Elder status is not just gaining power; it is accepting that you matter to the universe itself—or rejecting that burden, with consequences.

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7. Travelers: Gatekeepers of the Paths

Among Immortals, a rare few are Travelers—those whose essence resonates strongly with the pathways between places.

Travelers can:

- Open portals between distant locations:
    - Across cities
    - Between continents
    - From planet to planet
    - Across galaxies
    - Between dimensions

Their maximum reach depends on the *potency* of their Traveler gift (explained mechanically later), but in the setting:

- A weak Traveler might move people around one world.
- A powerful Traveler can stitch together far-flung systems and planes.

7.1 Social Role of Travelers

Because travel between worlds and dimensions is difficult without them:

- Travelers are sought after—for alliances, wars, pilgrimages, and trade.
- Some form Networks: stable routes between key points, like cosmic highways.
- Others operate as hermits, opening gates only when they decide the cause is worthy.

Travelers often become:

- Messengers between Immortal communities on different worlds.
- Smugglers of dangerous artifacts or beings.
- Refuge guides, evacuating threatened populations across realities.

They also draw Entropy's attention:

- Destroy a few key Travelers, and whole regions can be cut off from aid.

8. Birth, Gender, and Lineage

Immortals can be:

- Male
- Female
- Asexual
- Anything in between or outside these categories.

Gender, for an Immortal, is as much a chosen expression as a biological fact, especially for those who can reshapes their bodies.

8.1 Origins

Immortals arise from:

- Ancient Sparks: Primordial events in early cosmic history; few remember how it worked.
- Two Immortals of Opposite Genders Reproducing:
  The rare union of Immortal parents may result in a child whose essence is Immortal from birth.
- Cataclysms: Singular events—cosmic storms, Entropic paradoxes, experimental accidents—that transform a mortal into an Immortal.

Each origin carries social weight:

- Firstborn Sparks: Often revered or feared as "originals."
- Children of Immortals: Their parents' friends and enemies feel entitled to an opinion.
- Cataclysmic Converts: Frequently distrusted; Entropy may have had a hand in their creation.

8.2 Children and Raising

Immortal children:

- Age physically—at least initially—until their bodies settle into a stable form.
- Exhibit powers early, often erratically.
- Are *precious* and heavily protected or hidden.

Some Immortals refuse to have children, seeing it as a cruel burden. Others consider it the only meaningful answer to Entropy: more life.

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9. Immortals and Mortals

Mortals are everywhere. They die quickly. They make the universe noisy, messy, beautiful, and tragic.

Immortals' attitudes toward them vary deeply:

9.1 Common Approaches

- Guardianship:
  Protect mortals, even at great cost. Step in during crises. Try not to rule.
- Shepherding:
  Guide mortals quietly—nudging cultures, preventing catastrophic mistakes, encouraging flourishing arts and sciences.
- Detachment:
  Avoid deep attachments. Treat mortals as passing weather: relevant for a moment, soon gone.
- Domination:
  Rule overtly or covertly. Consider mortals resources, toys, or soldiers.
- Curatorship:
  Observe, record, and archive mortal stories, but intervene only in extreme cases.

9.2 Love and Loss

Romantic or deep bonds between Immortals and mortals are complicated:

- You will almost always outlive them.
- You may be there when their entire civilization is dust.
- You can feel the temptation to "cheat"—extend their lives, remake them, or block their death.

Some Immortals:

- Love mortals anyway, accepting the pain.
- Repeatedly seek the same *type* of person in each era.
- Attempt to uplift mortals into immortality, with mixed results.
- Vow never to get attached again (and fail).

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10. Entropy's Pull on Immortals

Entropy isn't only an outside threat; it can seep into Immortals.

10.1 Entropic Corruption

Over time, an Immortal may:

- Use Entropic powers "just this once."
- Make pacts with Entropic entities for strength or knowledge.

- Rationalize small acts of destruction in the name of a greater good.

Each step makes it easier to justify the next:

- "This world was broken anyway."
- "They would have died in a century regardless."
- "Better to burn it quickly than let it rot."

Some fall fully, becoming Entropic Immortals—hunting their own kind, serving the Great Unmaking.

Others dance on the edge, wielding limited Entropy against Entropic foes, hoping not to slip.

10.2 Redemption and Fall

Immortals can change direction—even after centuries of atrocity or heroism.

- A former Entropic agent may seek redemption, trying to repair what they broke.
- A long-time guardian may finally snap and join the enemy.

The universe is old enough that the roles have reversed many times.

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11. Names, Faces, and Masks

Over an endless life, one name is never enough.

Immortals commonly maintain:

- True Names: Known only to a few; speak to the essence.
- Era Names: Different identities for different centuries or cultures.
- Titles: "The Black Architect", "Mother of Storms", "The Pale Witness".
- Mortal Covers: IDs, passports, job titles, social media handles.

Some Immortals:

- Treat their identity like a consistent brand across ages.
- Prefer to vanish and reinvent completely every few decades.
- Use Masks, symbols, or heraldry recognizable only to other Immortals.

How you present yourself—to mortals, to peers, to Elders—is a key part of your persona.

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12. Playing the Immortal Condition

In play, the Immortal condition means:

- You do not worry about dying from ordinary causes.
- You do worry about:
    - Quietus
    - The fates of worlds and people you care about
    - The weight of your past
    - The consequences of your power

It means:

- Falling from a skyscraper is a problem, not a finale.
- Getting shot is an annoyance, unless Entropy is involved.
- Losing a city haunts you longer than losing a limb.

It leaves you with questions:

- How do you stay *yourself* when nothing else lasts?
- What do you choose to care about when you could walk away from anything?
- Where do you draw the line between protecting existence and controlling it?

The rules in later chapters will give you tools to act these questions out—through powers, Tiers, combat, and cosmic choices.

For now, remember:

You endure.
The universe doesn't.

What you do with that imbalance is the core of playing Immortal.

CHAPTER THREE: CHARACTER CREATION

In Immortal, you are not rolling up a fragile adventurer at the start of their journey. You are defining a being who has *already* lived lives, lost things, and dragged themselves back from death at least once—or will soon.

This chapter walks you through step-by-step character creation:

1. Concept
2. Tier of Power (starting at Tier 1)
3. Archetype Line & Traits
4. Assign Attributes
5. Determine Starting Powers
6. Choose Physical Form
7. Build Background
8. Names, Masks, and Final Details
9. Physical Form Random Table (1d100)

Tier 2–4 rules and the full 100 Power tables will appear in later chapters. For now, you'll build a Tier 1 Immortal ready to walk into the modern era (or any era you choose).

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1. Step One: Concept

Before numbers, decide who you're playing.

A concept is a short statement, something like:

- "Ancient war-god, now a burned-out veteran bartender in Chicago."
- "Newly awakened immortal paramedic who keeps surviving impossible accidents."
- "Exiled alien sun-priest hiding on Earth as an astrophysicist."
- "Former Entropy agent trying to atone for burning a world."

Think about:

- Attitude: Bitter, hopeful, amused, ruthless, detached?
- Focus: Protector, explorer, manipulator, scholar, wanderer, weapon?
- Relationship to mortals: Guardian, puppet-master, indifferent observer, romantic entangler?
- Relationship to Entropy: sworn enemy, pragmatic user, tempted, former servant?

Write one or two sentences. You'll refine this as you go.

Probably the most important decision when conceiving your character's background will be whether it is newly awakened or has been around for one or more generations. The GM should encourage creativity here and work alongside each player one-on-one to help generate the kind of character that a player truly wants to play and develop a true ownership of.

No matter how old a player character is (and unless the GM has made special provisions), every new PC is intended to begin play at Tier 1 of immortal power. This means that a PC might be quite old, with a bank of experiences and memories of people, places, and events. The GM should help to develop a general background with these players, which can then lead to further development during live game play with added elements that a GM can build on.

Such a character might be explained to be Tier 1 because they had a death at some time that set them back from a higher level of power, OR it might mean they never pursued true development of their powers for one reason or another. These are the type of details should be part of the character background discussion.

This also means that a character could be quite young. While it can make for a more brief discussion and expedite initial game play, the flavor of the game setting will likely be quite different from an older PC's.

To aid in creating former or current character lives, a set of tables are provided in the following Masks chapter.

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2. Step Two: Tiers of Power (Starting at Tier 1)

Tiers are broad bands of power and cosmic significance.

- Tier 1 – Awakened
  The starting level for all player characters in this chapter. You are already extraordinary—more like a powerful superhero or godling than a mortal. You can be killed in a fight, but you come back… eventually.
- Tier 2 – Ascendant
  Seasoned immortals who shape events on planetary and system-wide scales.
- Tier 3 – Radiant
  Walking myths; their choices sway civilizations and worlds.
- Tier 4 – Elder
  Ancient keystones of existence. Their presence alone can shape galaxies and planes.

For now, all PCs start at Tier 1: Awakened.

You'll see brief previews of higher-Tier Archetype traits in this chapter, but the *mechanical* process for moving into Tiers 2–4 is covered later under Growth & Advancement.

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3. Step Three: Archetype Lines & Traits

Your Archetype Line expresses your immortal's *role* and *personality orientation* across all Tiers. Think of it as "what kind of immortal you are at your core."

You pick one Archetype Line, and at each Tier you're on, you gain that Tier's 3 Traits for that Archetype.

At Tier 1, you only use the Tier 1 Traits.
Later, when you ascend, you'll swap in the higher-Tier versions for that same Archetype Line.

3.1 Trait Mechanics (How They Work)

All Traits are mechanical and roleplaying prompts.

- When a Trait gives +10 to something, it means:

  Add +10 to the relevant Attribute or Power rating for that roll.

- "Once per scene" = once during any distinct situation or combat/mission segment.
- "Once per session" = once per game session.
- If a Trait affects allies, it usually applies to Immortal and mortal allies in your presence.

The GM can adjust exact frequencies for their table, but try to keep it simple—you should not be tracking dozens of per-scene counters.

Archetype Line 1: The Warborn

Weapons, conflict, and decisive force.

Warborn Immortals are those for whom conflict is a native language. They might not be bloodthirsty or cruel (though some are), but they instinctively see the world in terms of pressure, leverage, and force—whether through swords, guns, politics, or quiet, patient strategy. Warborn are drawn to the front edge of history, where things break and get remade.

They are not always soldiers. Some are generals, rebels, tacticians, enforcers, peacekeepers, or revolutionaries—anything that puts them in the path of organized struggle.

At the table, a Warborn PC tends to:

- Move *toward* trouble, not away from it.
- Think in terms of positions, flanks, and objectives.
- Treat combat and crisis as their "native environment," even if their Mask is something calm or mundane.

You can absolutely play one as grim and haunted, or as a bright, larger-than-life hero who lives for the charge.

Tier 1 – Warborn Initiate

1. Battle Instincts
    - Effect: Once per combat, you gain +10 to your first attack roll (Might-based or Power-based) in the first round.
    - Flavor: You read violence the way others read music.
2. Never Back Down
    - Effect: You gain +10 to Resolve tests vs fear, intimidation, and pain.
    - You also gain +10 to any roll to resist retreating or being forced to flee.
    - Flavor: Courage, arrogance, stubbornness—call it what you like.
3. Loud Reputation
    - Effect: When you use Presence to intimidate or threaten, gain +10 to the roll against mortals and lesser supernaturals.
    - Flavor: People can feel the violence you've survived.

Tier 2 – Warborn Champion

(For reference; you will gain these when you rise to Tier 2.)

1. Tactical Predator – +10 Grace when flanking or exploiting a known weakness.
2. Weapon Bond – Choose a signature weapon; +10 to all attacks made with it.
3. Fearsome Presence – Mundane foes suffer -10 to resist your intimidation or morale-breaking attempts.

Tier 3 – Warborn Conqueror

1. Living Weapon – Once per combat, if you succeed at an attack, you may treat your MoS as 60 for damage purposes.
2. Aura of War – Allies within sight gain +10 to combat tests when following your direct orders.
3. Memory of Battles – +10 Intellect on tactics, strategy, or recalling past battles.

Tier 4 – Warborn Elder

1. Embodied War – When fighting large groups, the GM may treat mobs as a single opponent; you gain +10 to tests against such massed foes.
2. Immutable Courage – Immune to fear and despair effects.
3. Elder of Oaths & Steel – You can sanctify a battle-oath. Breaking it inflicts a Resolve test at -20; failure causes psychic and/or cosmic backlash as the GM deems appropriate.

Archetype Line 2: The Watcher

Observation, prophecy, and hidden knowledge.

Watcher Immortals are observers first, actors second. They stand at the edges of events, eyes open, memory sharp, seeing patterns others miss. Some are patient historians, some are covert scouts, some are cold analysts—but they all share the same instinct: *understand before you intervene*.

Watchers are not cowards; they simply know that the wrong move at the wrong time can echo across centuries. They prefer to:

- **Gather information, context, and secrets.**
- **Track patterns in people, cities, and worlds.**
- **Act with precision, not impulse—one carefully placed action instead of ten wild swings.**

At the table, a Watcher PC tends to be the one who:

- **Always wants to know who benefits, what's missing, what's being hidden.**
- **Remembers important details from earlier sessions.**
- **Often spots the twist before everyone else does.**

Tier 1 – Watcher Initiate

1. **Quiet Observer**
    - **Effect: When attempting to remain unnoticed while observing (stealthy watching, eavesdropping, surveillance), gain +10 to Focus or Grace (choose which is more appropriate).**
    - **Flavor: You fade into the background whenever you wish.**
2. **Detached Insight**
    - **Effect: +10 to Intellect tests to analyze motives, patterns, or hidden connections.**
    - **Flavor: You stand slightly apart, and see what others miss.**
3. **Invisible Until Needed**
    - **Effect: When entering a social scene, you may declare you are "unremarked." Until you speak up or act dramatically, social rolls to notice or remember you suffer -10.**
    - **Once per scene.**
    - **Flavor: People's attention slides off you until you choose otherwise.**

Tier 2 – Watcher Seer

1. **Patterns of Fate – Once per session, ask the GM a question about a developing situation; gain a cryptic but accurate hint.**

2. Clinical Calm – +10 Resolve to resist emotional manipulation and panic.
3. Thousand-Yard Gaze – +10 Presence when delivering prophecies or solemn warnings.

Tier 3 – Watcher Oracle

1. Threads of Time – Once per session, declare a "prepared contingency": a plausible action you took earlier that now helps; gain +20 to one relevant roll.
2. Opaque – Attempts to read your mind or deep intentions suffer -20.
3. Eyes Across Worlds – +20 to any scrying or remote viewing Power rolls.

Tier 4 – Watcher Elder

1. Cosmic Librarian – +20 Intellect to recall distant or ancient lore of worlds, species, or artifacts.
2. Unseen Hand – Once per session, you may enforce one "coincidence" that strongly favors your side; GM adjudicates effect.
3. Guardian of Memory – You may store or seal memories in others; doing so usually requires a Power roll vs their Resolve.

Archetype Line 3: The Shepherd

Protection, guidance, and responsibility.

Shepherd Immortals are those who feel responsible for others—not just individuals, but flocks: clans, cities, crews, movements, even entire worlds. Their first instinct is to protect, guide, and hold things together when everything else is coming apart.

They're not always soft or kind. Some are stern, uncompromising, even terrifying when their "flock" is threatened. But they measure success less in victories and more in who got out alive, who grew, who stayed together.

At the table, a Shepherd PC tends to:

- Step up as the emotional or practical anchor of the group.
- Worry about collateral damage, bystanders, and long-term fallout.
- See NPCs as more than obstacles—people to be guided, kept safe, or at least steered away from the worst outcomes.

They make excellent guardians, leaders, healers, and reluctant commanders.

Tier 1 – Shepherd Initiate

1. Protective Instinct

- Effect: When defending a specific person or small group you declare as “under my protection,” gain +10 to Resolve and +10 to relevant defensive actions (blocks, body-shields) for that scene.
- Flavor: You step between danger and those you claim.

2. Comforting Aura
    - Effect: +10 Presence when calming the distressed or de-escalating conflict.
    - Flavor: People instinctively trust you to keep them safe.
3. Guardian Reputation
    - Effect: When your history as a protector is known or believably established, allies gain +10 to Resolve tests vs fear while you stand with them.
    - Flavor: Your mere presence is reassurance.

Tier 2 – Shepherd Warden

1. Living Shield – Once per scene, redirect an attack targeting an ally within arm’s reach to yourself, after seeing the roll but before damage.
2. Command Under Fire – +10 Presence to rally allies in crisis (broken morale, chaos).
3. Unyielding – When holding a line or defending a position, gain +10 to all Resolve tests that round.

Tier 3 – Shepherd Patron

1. Chosen People – Designate a community/world; you sense major threats to them (GM describes impressions).
2. Miracle of Hope – Once per session, restore 1–3 Cohesion to each ally in line-of-sight with a suitable Power roll.
3. Voice of Authority – +10 Presence when giving direct commands; lesser beings suffer -10 to resist.

Tier 4 – Shepherd Elder

1. Bulwark of Existence – In your presence, allies gain +20 vs Entropy-based effects.
2. Cosmic Sanctuary – You can create or maintain a safe realm; while inside, all Entropic forces act at -20.
3. Burden of Care – Once per session, you may declare “Not yet” to a catastrophic failure affecting innocents, forcing a reroll for the group (GM use only for big turning points).

Archetype Line 4: The Wanderer

Movement, exploration, and paths.

Wanderer Immortals are restless by design. They are drawn to borders—between nations, worlds, dimensions, and eras—and feel uneasy when they stay in one place or one role for too long. Some are literal Travelers, shaping gates between realities; others simply *can't stop moving*, changing Masks, cities, and allegiances as history rolls on.

Wanderers chase new horizons, new cultures, new angles on the cosmos. Sometimes that's freedom; sometimes it's avoidance. They may be charming drifters, haunted runaways, curious explorers, or all three at once.

At the table, a Wanderer PC tends to:

- Be the one who always asks, "What's beyond that?"
- Have contacts in far-flung places and worlds.
- Treat commitments like promises made to *this chapter*, not necessarily the whole book.

They work beautifully as scouts, Travelers, first-contact specialists, or wild cards who bring the outside world crashing into the current scene.

Tier 1 – Wanderer Initiate

1. Restless Feet
    - Effect: +10 Grace to movement-related tests (parkour, chases, climbing, crossing dangerous terrain).
    - Flavor: You always find a way through.
2. Curious Heart
    - Effect: +10 Intellect or Focus (choose case-by-case) when investigating a new culture, phenomenon, or technology.
    - Flavor: The unknown is a puzzle you can't ignore.
3. Easygoing
    - Effect: +10 Presence when making friendly first impressions in casual social situations.
    - Flavor: People warm to you quickly, almost everywhere.

Tier 2 – Wanderer Pathmaker

1. Knows a Guy – Once per session, declare a useful contact suited to the current location/problem; GM fleshes them out. Gain +10 to social rolls with them.
2. Adaptive – First time in a new city/world each session, choose one Attribute; gain +10 to it for the rest of that session.
3. Trail of Stories – Your reputation precedes you; +10 Presence when leveraging your tales or legend.

Tier 3 – Wanderer Horizon

1. World-Touched – You always know roughly where you are in the cosmos (galaxy/plane) with a simple Focus test.
2. Walk Between – +20 to short-range teleportation/phasing Power rolls.
3. Never Lost – You cannot become truly lost unless cosmic forces actively interfere; treat navigation mishaps as minor setbacks.

Tier 4 – Wanderer Elder

1. Axis of Paths – You naturally sense and stabilize weak points between places; +20 to any gate/travel Power involving known locations.
2. Witness of Ages – +20 Intellect to recall the history of places you've walked.
3. Gentle Guide – Once per session, you may declare that an NPC you mentored takes a surprising positive action; GM describes how.

Archetype Line 5: The Icon

Icon Immortals are built to be seen. They're the ones whose presence bends a room, whose names turn into symbols, whose faces end up on banners, feeds, and in whispered stories. An Icon might be a hero, a tyrant, a martyr, a celebrity, or a cult figure—but either way, they become an image other people organize around.

Being an Icon isn't just about ego. Some hate the spotlight and can't escape it; others deliberately craft themselves into a banner for others to rally to. What matters is that their existence sets tone and direction for those around them.

At the table, an Icon PC tends to:

- Draw attention, loyalty, envy, and projection.
- Influence morale and mood—when they rise or fall, others follow.
- Care (or struggle) about how they're perceived: reputation, myth, public face.

They make great leaders, celebrities, demagogues, movement founders, cult-breaking saints, or reluctant symbols of resistance.

Tier 1 – Icon Initiate

1. Magnetic Presence
    - Effect: +10 Presence in social gatherings, negotiations, or when trying to stand out.
    - Flavor: Eyes find you, even when you're not trying.

2. Symbolic
    - Effect: When you deliberately allow yourself to become a symbol (hero, villain, savior, threat), gain +10 to social rolls with those who know your story.
    - Flavor: People project meaning onto you.
3. Stage Sense
    - Effect: +10 Focus to read a crowd's mood and respond appropriately.
    - Flavor: You can feel when the "scene" is about to change.

Tier 2 – Icon Luminary

1. Inspiring – Once per scene, when you perform a clearly heroic or striking act, one ally gains +10 to their next roll.
2. Public Face – +10 Presence when influencing large groups, institutions, or media narratives.
3. Aura of Importance – Mortals rarely dismiss you; they suffer -10 to any social roll that treats you as "nobody."

Tier 3 – Icon Paragon

1. Word That Moves Worlds – Once per session, with a prepared speech or symbolic act, you can shift a group's stance one step (hostile → uncertain → supportive), if plausible.
2. Living Myth – News and stories about you travel faster and wider; this is mostly narrative, but can justify social leverage.
3. Charismatic Reality – +10 Presence vs supernatural influence; your sense of self is a fortress.

Tier 4 – Icon Elder

1. Cosmic Narrative – Cultures define themselves for or against you; GM may grant situational +20 on influence attempts tied to your myth.
2. Voice of the Epoch – Once per campaign arc, you can anchor a new "age" theme (Age of Rebuilding, Age of War, etc.), giving your side ongoing narrative advantages the GM agrees on.
3. Elder of Meaning – You sense Entropy's attempts to corrode stories and ideals; gain +20 vs Entropic corruption of belief, hope, or identity, for yourself and those who stand with you.

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4. Step Four: Assign Attributes

Immortals use six Attributes:

Might – Physical strength and raw force.

Grace – Agility, speed, reflexes.

Resolve – Toughness, stamina, willpower.

Intellect – Reason, knowledge, analysis. Represents a character's experience and memory.

Presence – Charisma, awe, influence. Used for instances requiring intimidation.

Focus – Perception, concentration, control of powers.

4.1 Attribute Roll Modifiers

Testing any attribute directly simple requires a die roll of 1d100, with success occurring on a rolled result equal to or lower than an attribute's Rating (a Might Rating of 65 would normally succeed on a roll of 65 or less, with their Target Number [TN] equaling 65). If modifiers are required, a GM may assign one based on the difficulty of the attribute use's situation:

Difficulty	Modifier
Trivial	+40
Easy	+20
Routine	+10
Standard	+0
Hard	-10
Very Hard	-20
Nearly Impossible	-30

4.2 Margin of Success (MoS)

Sometimes, a situation may require the need to know the QUALITY of an attribute roll (good OR bad). When you roll 1d100 against an Attribute or Power, subtract your result from your target number (TN) if you succeed. The difference is your Margin of Success.

- If you roll over your TN, you fail (no MoS).
- If you roll equal to or under your TN, you succeed and:
    - Higher MoS = better result (tighter shot, stronger effect, faster action).
    - Some effects scale off MoS (extra damage, bonus info, extended duration, etc.).

Example: TN 70, roll 34 → success with MoS 36 (a very strong result).

Immortal Powers also often use their roll results' MoS.

4.3 Determining Attribute Scores

All Attributes are rated 1–100.

Two methods are offered:

Option A: Random Generation

For each Attribute:

- Roll 1d100.
- Record the result.

This can produce swingy characters—some very high, some oddly specialized, some with surprising weaknesses. It suits groups that enjoy emergent, unbalanced but flavorful builds.

You may allow players to:

- Swap two Attributes once, or
- Reroll one Attribute that came up very low (e.g., under 20), depending on table taste.

Option B: Point-Buy

You have a pool of 360 points to distribute among the six Attributes.

- Minimum: 30 in each Attribute.
- Maximum at creation: 80 in any Attribute (before Traits or other bonuses).

Example distributions:

- Balanced: Six Attributes at 60 each.
- Specialist: Three at 70, three at 50.
- Extreme: One at 80, two at 70, three at 46 (or similar).

Point-buy gives you control and avoids extreme lopsidedness.

Cohesion

Once Attributes are set, calculate:

> Cohesion = 10 + (Resolve ÷ 10) (round down)

This is your essence integrity—how much punishment your form can take before destruction and reforming.

4.4 Optional: Skills & General Traits

Skills & General Traits represent specific knacks, training, or natural talents that sharpen an Immortal's capabilities in particular situations. Each one is tied to a primary Attribute (Might, Grace, Resolve, Focus, Presence, or Intellect) and usually provides a +10 bonus to tests that clearly fall within its realm of influence (e.g., *Investigation* for crime scenes, *Brawling* for unarmed fights). A few instead offer a small narrative benefit when a flat bonus doesn't quite fit.

Prior Masks of a player character can help to determine which of these skills and traits a character may possess.

Using Skills & Traits is optional—groups who want a leaner game can ignore them entirely and rely only on raw Attributes and Powers.

- Starting PCs begin play with THREE Skill/Traits for free (chosen or rolled, as the table allows).
- Additional Skills/Traits can be purchased later with Growth Points (GP) at a cost of 2 GP per Skill/Trait.
- GMs may limit how many Skills/Traits can modify the same Attribute to keep characters focused rather than hyper-specialized.

These options let players fine-tune their Masks and past lives—whether that means a streetwise detective, a battlefield doctor, or a Rift-walking scavenger who's very good at not dying in weird places.

Refer to the end of this chapter for tables that can determine a character's known skills and traits randomly, or be used for inspiration.

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5. Step Five: Starting Powers

Your powers define what you can do beyond your Attributes—beams, teleportation, mind tricks, elemental control, strange cosmic stunts, and more.

5.1 Number of Starting Powers

A new Tier 1 PC begins with 1–5 Powers.

- Roll 1d10.
- Divide the result by 2 and round up.

1d10 Roll	Starting Powers
1–2	1 Power
3–4	2 Powers
5–6	3 Powers
7–8	4 Powers
9–10	5 Powers

The GM can optionally allow players to pick a number within that range for more control, but the default is random.

5.2 Power Tables at Tier 1

The full game has 10 Power Tables (A–J), covering 100 Immortal powers. At Tier 1, you only have access to the first five tables:

- Table A – Physical Mastery & Movement
- Table B – Defense, Regeneration & Survival
- Table C – Energy Projection
- Table D – Element & Matter Control

- Table E – Mind, Senses & Illusion

The other tables (F–J: cosmic, reality, Entropy, etc.) are reserved for later acquisition and higher-Tier growth, though GMs may make exceptions.

5.3 Determining Power Table

For each starting Power:

Roll 1d10 and consult the table below to determine which power table to roll on:

1d10 Roll	Power Table
1–3	A
4-5	B
6-7	C
8-9	D
10	E

5.4 Power Ratings

Each Power has its own rating, which is the percentage chance to succeed when you use it.

For each starting Power:

- Roll 3d10.
- Add 40.

Power Rating = 40 + 3d10 (range 43–70)

This makes starting Powers reliable but not guaranteed, with some variability. Over play, you'll spend advancement points to raise these ratings toward 100%. Details and special effects (damage, range, stunts) are outlined with each Power in Chapter 4.

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6. Step Six: Physical Form

Immortals can look like almost anything: human, angelic, alien, mechanical, spectral, or abstract.

Important principle:
Physical form is primarily cosmetic and narrative.
If you want mechanical benefits—like true flight, extra limbs for multi-attacks, or natural weapons—those should be represented by specific Powers.

6.1 Choosing Your Form

You can:

- Choose a form that fits your concept and Archetype.
- Roll randomly on the 1d100 table at the end of this chapter.

- Combine multiple results: one from the “base” category, plus another as a secondary motif.

Examples:

- Tall bronze-skinned humanoid with a faint starfield under their skin.
- Human-looking woman whose shadow lags behind and whose hair moves in invisible wind.
- Four-armed stone giant with moss growing across their shoulders.
- Slim, ageless man whose body seems two-dimensional from certain angles.

6.2 Changing Form

Immortals can alter their physical form by:

- Gradual change over time as part of natural evolution.
- Conscious reshaping through appropriate Powers (fleshshaping, illusions, etc.).
- Emerging from Reforming slightly altered after a catastrophic death.

Mechanically, changing form does not automatically change your stats, unless:

- You consciously reallocate points with GM permission during a major rebuild, or
- You buy new Powers to reflect the new abilities.

You can treat form changes as purely story-driven, or tie them to advancement milestones.

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7. Step Seven: Background

Your background is where your immortality becomes personal.

You have lived through *something* before the campaign begins—even if you’re a “newborn” Immortal, you had a mortal life first.

7.1 Key Background Questions

Work with your GM to answer:

1. How old are you?
    - A few decades as an Immortal?
    - Centuries?
    - Millennia?
2. Where did you originate?
    - Earth? What culture, era, region?
    - Another world? What was it like? Does it still exist?
3. How did you become Immortal?

- Child of two Immortals?
- Ancient cosmic event?
- Cataclysmic accident?
- Gift or curse from something powerful?

4. What did you care about most… once?
    - A person, a city, a species, an ideal, a project?
5. What have you lost?
    - Lovers, families, cultures, entire planets?
6. What is your relationship to Entropy?
    - Always opposed it?
    - Once served it?
    - Tempted by its promise of quiet?
7. What is your role *now*?
    - Guardian, wanderer, manipulator, archivist, hidden superhero, cult leader, etc.
8. Who knows you?
    - Any other Immortals as clear allies or enemies?
    - Any mortals who know (or suspect) what you really are?

Write at least a paragraph or two summarizing these.

7.2 Background Examples

Example 1: The Burned Legionnaire

- Age: Nearly 2,000 years as an Immortal.
- Origin: Roman soldier in the 2nd century CE, killed in a desert storm where something *woke* inside him; he reformed days later under a foreign sky.
- Key Eras: Fought in countless wars—Crusades, Napoleonic campaigns, both World Wars, black ops in the 20th century.
- Loss: Entire legion slaughtered; he failed to save a city he'd vowed to protect in 1942.
- Entropy: Once made a pact with an Entropic cult to end a war quickly; the price was a town. He's been trying to balance that ledger ever since.
- Role Now: Warborn Initiate living as a bartender near a military base, quietly steering volatile soldiers away from bad decisions, but always ready to pick up a weapon again.

Example 2: The Newborn Parametric

- Age: Immortal for less than a year.
- Origin: Ambulance paramedic involved in a catastrophic highway pile-up; everyone should have died. They woke in the morgue, unscarred, and walked out.
- Key Eras: Mostly a normal life until now: medical school, emergency response, a short and messy relationship, an estranged family.
- Loss: Fear of losing their humanity and empathy as they realize they don't die.
- Entropy: A strange figure at the crash site whispered "You'll thank me when the world ends." They now see odd patterns of accidents that feel… guided.
- Role Now: Shepherd Initiate, still working in emergency medicine, secretly discovering their Powers and trying to stop "accidents" that feel too perfectly destructive.

Example 3: Exiled Star-Sage

- Age: Countless centuries; stopped counting after their home star nation died.
- Origin: Born immortal on a glittering alien world in another galaxy, where Immortals served as guiding spirits. Their civilization was consumed in an Entropic incursion.
- Key Eras: Wandering through ruined star systems, then slipping into different galaxies and planes as a Wanderer. Eventually reached the Milky Way.
- Loss: Their home galaxy is now mostly dead; only few fragile enclaves remain.
- Entropy: Deep personal hatred; once tortured an Entropic immortal in ways they now regret.
- Role Now: Watcher or Wanderer Initiate (depending on choice) hiding on Earth as an astrophysicist, mapping the sky for signs of the same devouring pattern.

These examples show scale: some PCs may feel almost "new" while others carry immense backstory. Tier 1 just means their *current* level of developed power, not necessarily youth.

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8. Step Eight: Names, Masks, and Final Details

Finish your character with the flavor that will matter in play:

- True Name:
  The name tied to your essence. Rarely spoken; perhaps only other Immortals or Elders know it.
- Era Names:
  Different names you've used in past centuries. You might list 1–3 of them to give the GM story hook opportunities.
- Current Name & Cover:
  The mortal identity you use now:
    - Job

    - Nationality or cover story
    - Social media (if any)
    - Rough style and aesthetic

Such identities are referred to as Masks and are covered in more detail in the following chapter.

- Alliances & Enmities:
  Name at least:
    - One Immortal ally (even if distant).
    - One Immortal rival or enemy.
    - One mortal or group you actively care about or oppose.
- Personality Touches:
    - Habits, quirks, speech style.
    - How you react to being underestimated.
    - How you handle boredom.

Once all of this is done, you have a complete Tier 1 Immortal ready for play.
Advancement, Tier growth, and the full Power lists will deepen them as the game progresses.

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9. Player Tools: Skills & General Traits (1d10 Tables)

MIGHT –

1. Brawling (Might) – Trained in fists, elbows, knees, and headbutts.
   Grants +10 to Might tests for unarmed combat and improvised melee.
2. Heavy Lifting (Might) – Used to moving crates, engines, or rubble.
   Grants +10 to Might tests for lifting, carrying, or dragging heavy loads.
3. Close-Quarters Combat (Might) – Effective in tight spaces: hallways, alleys, cramped rooms.
   Grants +10 to Might tests for melee attacks in confined environments.
4. Grappler (Might) – Skilled at holds, throws, and pins.
   Grants +10 to Might tests to grab, restrain, or escape grapples.
5. Forced Entry (Might) – Good at breaking doors, locks, and barriers by brute force.
   Grants +10 to Might tests to smash, kick, or shoulder through obstacles.
6. Weapon Training – Melee (Might) – Knows how to handle blades, clubs, axes, etc.
   Grants +10 to Might tests with mundane melee weapons.

7. Shock Tolerance (Might) – Tough body that shrugs off hits better than most.
   Grants +10 to Might or Resolve tests to stay standing after big physical impacts.
8. Imposing Physique (Might) – Built like someone you don't want to fight.
   Grants +10 to Might-based intimidation tests that rely on physical menace.
9. Brute Endurance (Might) – Can keep doing hard physical work for hours.
   Grants +10 to Might tests for extended exertion (running, climbing, lifting over time).
10. Battlefield Conditioning (Might) – Used to combat loads of gear and armor.
    Reduces minor encumbrance penalties; when wearing heavy gear, treat Might as +10 for encumbrance checks.

GRACE –

1. Acrobatics (Grace) – Flips, rolls, landings, and agile movement.
   Grants +10 to Grace tests for jumping, tumbling, and difficult landings.
2. Stealth & Infiltration (Grace) – Moves quietly, blends with shadows and crowds.
   Grants +10 to Grace tests for sneaking, staying unseen, and soft-footed movement.
3. Parkour (Grace) – Rooftop runs, wall runs, vaults, quick climbs.
   Grants +10 to Grace tests for navigating urban terrain quickly and stylishly.
4. Vehicle Maneuvering (Grace) – Confident driver/pilot under pressure.
   Grants +10 to Grace tests for high-speed driving, tight turns, and evasive maneuvers.
5. Evasive Footwork (Grace) – Fluid movement in combat.
   Grants +10 to Grace tests for dodging melee/ranged attacks when the character has room to move.
6. Sleight of Hand (Grace) – Palming, picking pockets, subtle object work.
   Grants +10 to Grace tests for fine manual tricks and subtle theft.
7. Climbing & Scrambling (Grace) – Good with ladders, cliffs, fire escapes.
   Grants +10 to Grace tests for climbing and maintaining grip in bad conditions.
8. Quick Draw (Grace) – Fast at drawing and readying weapons.
   Once per round, may draw or ready a weapon as part of another action; +10 to Grace tests for speed-based draws.
9. Reflexive Balance (Grace) – Rarely trips or slips.
   Grants +10 to Grace tests to keep footing on unstable/icy/wet surfaces.
10. Precision Aim (Grace) – Steady hands and controlled breathing.
    Grants +10 to Grace tests for careful ranged attacks (especially when taking a moment to aim).

RESOLVE –

1. Iron Will (Resolve) – Mind like a locked vault.
   Grants +10 to Resolve tests vs mental influence, coercion, or manipulation.
2. Fearless (Resolve) – Fear registers, but does not control you.
   Grants +10 to Resolve tests vs fear, terror, or awe (including Entropic manifestations).
3. Pain Tolerance (Resolve) – Functions through serious injury.
   Grants +10 to Resolve tests to ignore pain penalties or stay active at low Cohesion.
4. Stoic (Resolve) – Doesn't show emotions easily.
   Grants +10 to Resolve tests to resist emotional provocation, humiliation, or taunts.
5. Disciplined Mind (Resolve) – Built on routine, training, and self-control.
   Grants +10 to Resolve tests to maintain focus on long tasks, meditation, or rituals.
6. Addiction Resistance (Resolve) – Harder to hook with substances or behaviors.
   Grants +10 to Resolve tests vs addiction, compulsion, or unhealthy habits.
7. Crisis Composure (Resolve) – Calm under immediate threat.
   Grants +10 to Resolve tests to avoid freezing or panicking in emergencies.
8. Entropic-Hardened (Resolve) – Has seen cosmic horror before and didn't break.
   Grants +10 to Resolve tests vs Entropic corruption, Quietus pressure, or reality-warping phenomena.
9. Unshakeable Loyalty (Resolve) – Loyalty to a person/group/ideal anchors you.
   Once per scene, when acting to protect or uphold that loyalty, gain +10 to a Resolve test.
10. Slow to Despair (Resolve) – It takes a lot for you to give up.
    When suffering cumulative setbacks, you gain +10 to the first Resolve test each scene to keep pushing forward.

FOCUS –

1. Investigation (Focus) – Crime scenes, anomalies, mysteries.
   Grants +10 to Focus tests to search locations, connect clues, and spot inconsistencies.
2. Forensics (Focus) – Evidence, traces, physical analysis.
   Grants +10 to Focus tests to read blood spatter, residue, wounds, and environmental evidence.
3. Situational Awareness (Focus) – Always checking angles and exits.
   Grants +10 to Focus tests to notice hidden threats, ambushes, and important details in a scene.
4. Tracking (Focus) – Following physical trails or behavior patterns.
   Grants +10 to Focus tests to track targets, on foot or through digital/behavioral traces.

5. Tactical Analysis (Focus) – Reading positions, lines of fire, weak points.
   Grants +10 to Focus tests to evaluate combat setups, identify chokepoints, and pick ideal positions.
6. Researcher (Focus) – Good at pulling data from archives and systems.
   Grants +10 to Focus tests for library, database, or network research.
7. Tech Familiarity (Focus) – Knows their way around modern devices.
   Grants +10 to Focus tests involving using, diagnosing, or bypassing common tech and gadgets.
8. Pattern Recognition (Focus) – Sees repeating motifs and underlying structures.
   Grants +10 to Focus tests to spot patterns in data, behavior, or cosmic anomalies.
9. Ritual Precision (Focus) – Good at careful, stepwise complex tasks.
   Grants +10 to Focus tests when performing multi-step procedures (rituals, field repairs, delicate operations).
10. Danger Sense (Focus) – "Something's wrong" instinct.
    Once per scene, may ask the GM for a subtle hint if walking into a serious unseen threat; also grants +10 to Focus tests to avoid immediate surprise.

PRESENCE –

1. Commanding Voice (Presence) – People listen when you speak.
   Grants +10 to Presence tests to give orders, direct groups, or seize attention.
2. Negotiation (Presence) – Finds middle ground and better deals.
   Grants +10 to Presence tests for bargaining, mediation, and compromises.
3. Deception & Acting (Presence) – Lies and roles delivered convincingly.
   Grants +10 to Presence tests for bluffing, playing a part, or maintaining a lie.
4. Intimidation (Presence) – Fear as a tool, not a reflex.
   Grants +10 to Presence tests to scare, pressure, or cow someone.
5. Comforting Aura (Presence) – People relax around you.
   Grants +10 to Presence tests to calm others, reduce panic, and build trust quickly.
6. Public Speaking (Presence) – Performs well in front of a crowd.
   Grants +10 to Presence tests addressing groups, rallies, or media.
7. Street Cred (Presence) – Known and respected (or feared) in certain circles.
   In that community/subculture, gain +10 to Presence tests for reputation-based influence.
8. Seduction & Charm (Presence) – Skilled at attraction and flirtation.
   Grants +10 to Presence tests for romantic/sexual persuasion and social leverage built on charm.
9. Authority Mask (Presence) – Knows how to "look official."
   Grants +10 to Presence tests when impersonating authority or using institutional tone/body language.

10. Interrogation (Presence) – Extracts truths from reluctant subjects.
    Grants +10 to Presence tests for structured questioning, pressure, and reading tells in conversation.

INTELLECT –

1. Scientific Method (Intellect) – Hypotheses, testing, analysis.
   Grants +10 to Intellect tests for experiments, diagnostics, and evaluating evidence logically.
2. Medical Training (Intellect) – Anatomy, trauma, and treatment.
   Grants +10 to Intellect tests for diagnosis, first aid, and medical procedure planning.
3. Engineering & Mechanics (Intellect) – Machines make sense to you.
   Grants +10 to Intellect tests to build, repair, or jury-rig mechanical systems.
4. Cybersecurity & Hacking (Intellect) – Breaking and defending digital systems.
   Grants +10 to Intellect tests for intrusion, encryption-breaking, and digital countermeasures.
5. Linguistics (Intellect) – Comfortable with multiple languages and structures.
   Grants +10 to Intellect tests to decode, translate, or learn new languages and scripts.
6. Strategy & Wargaming (Intellect) – Thinks in terms of campaigns and moves.
   Grants +10 to Intellect tests for long-term planning, war-games, and predicting enemy strategies.
7. Cultural Studies (Intellect) – History, customs, and social frameworks.
   Grants +10 to Intellect tests to recall or interpret cultural norms, taboos, and symbols.
8. Logistics & Planning (Intellect) – Good at moving people/things efficiently.
   Grants +10 to Intellect tests for organizing operations, supply chains, or complex schedules.
9. Data Analysis (Intellect) – Numbers and datasets speak to you.
   Grants +10 to Intellect tests to interpret stats, trends, and large information sets.
10. Improvisational Inventor (Intellect) – Makes useful stuff from junk.
    Grants +10 to Intellect tests for on-the-fly gadgeteering, field mods, and creative technical solutions.

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10. Player Tools: Physical Form Aspects Table (1d100)

Use this table to generate a random physical form if desired, or as inspiration. You can roll more than once and combine results. Keep in mind, an extraordinary non-human form will need to move through mortal society in some manner, though a campaign's setting will also determine the impact of an Immortal in the presence of normal humans and such. These tables are also usable by the GM if they need to generate a random appearance of an NPC Immortal.

1–10: Subtly Inhuman

1. Human, ageless, no obvious marks of age.
2. Human, eyes faintly glowing in low light.
3. Human, slightly too symmetrical; uncanny beauty.
4. Human, but hair always moves as if in a breeze.
5. Human, shadow lags a second behind movement.
6. Human, voice carries a faint echo.
7. Human, but blood glows faintly when exposed.
8. Human, pupils star-shaped.
9. Human, irises shift color with mood.
10. Human, faint halo of motes/dust that never settles.

11–20: Mythic Humanoids

11. Tall, statuesque humanoid with marble-like skin.
12. Bronze-skinned giant with faint engraved runes.
13. Humanoid with subtle animal features (ears, eyes, tail).
14. Humanoid with faint scales along spine and shoulders.
15. Humanoid with small horns or antlers.
16. Humanoid with feathered arms or shoulders.
17. Humanoid whose hair is faint flame (cool to touch).
18. Humanoid with crystalline nails and teeth.
19. Humanoid, eyes like liquid metal.
20. Humanoid with faintly glowing veins under skin.

21–30: Element-Touched

21. Body wreathed in dim flames that don't burn allies.
22. Skin like water's surface, rippling with emotion.
23. Rocky, jagged forms; small pebbles orbit you.
24. Skin streaked with glowing magma lines.
25. Body partly translucent ice, mist drifting off.
26. Constant, gentle breeze swirls around you.
27. Skin patterned like clouds; occasionally sparks lightning.

28. Covered in living vines and flowers that bloom.
29. Semi-metallic body, ringing softly with movement.
30. Made of sand and dust that reforms if scattered.

31–40: Beastly & Chimeric

31. Feline/humanoid hybrid, graceful and lithe.
32. Horned, hoofed lower half, humanoid upper.
33. Winged humanoid (angelic, demonic, or alien wings).
34. Four-armed humanoid, each arm perfectly coordinated.
35. Snake-tailed, humanoid torso.
36. Insectile eyes and mandibles, but otherwise humanoid.
37. Scaled, reptilian humanoid with crest or frill.
38. Feathered humanoid with taloned feet.
39. Arthropod-like exoskeleton with elegant lines.
40. Quadrupedal body with humanoid upper torso.

41–50: Alien & Otherworldly

41. Tall, slender being with elongated limbs and fingers.
42. Skin displays shifting constellations.
43. Facial features abstract, as if carved from abstract sculpture.
44. Limbs bend in slightly impossible ways.
45. Mouthless; speaks directly into minds.
46. Eyes like black voids with tiny distant stars.
47. Skin emits faint bioluminescent patterns.
48. No visible joints; movement flows smoothly.
49. Body partially transparent, showing faint inner lights.
50. Smooth, featureless face except for glowing marks.

51–60: Mechanical / Synthetic

51. Clockwork body of shining brass and crystal.
52. Sleek synthetic shell with glowing circuitry lines.
53. Humanoid-shaped swarm of nanites.
54. Floating mechanical pieces forming a coherent shape.

55. Face is a smooth mask; features appear as needed.
56. Limbs segmented with visible gears, but silent.
57. Transparent synthetic body with visible internal energy cores.
58. Armor-like exosuit that is actually your body.
59. Body flickers between solid and holographic.
60. Mechanical angel/demon aesthetic with integrated weaponry.

61–70: Ethereal & Ghostlike

61. Semi-transparent spectral form.
62. Body composed of mist and light.
63. Constantly shedding faint glittering dust.
64. Edges blur; you always seem slightly out of focus.
65. You appear as a living shadow, darker than darkness.
66. Light passes through you oddly, making prismatic effects.
67. Body made of swirling smoke with glowing embers.
68. Shape of robed figure with no visible face or hands.
69. Ghostly afterimage lags behind your movements.
70. Parts of your form constantly phase in and out.

71–80: Cosmic & Celestial

71. Skin black as space filled with tiny stars.
72. Body encircled by orbiting motes (miniature moons, asteroids).
73. Halo of shifting geometric patterns above your head.
74. Eyes like tiny galaxies spinning in their sockets.
75. Hair flows like solar flares or auroras.
76. A thin ring of light orbits your torso.
77. Footsteps briefly leave starry imprints on the ground.
78. You cast multiple overlapping shadows in impossible directions.
79. Body emits a faint, slow pulse like a heartbeat of the cosmos.
80. Occasionally, small constellations rearrange themselves across your skin.

81–90: Eldritch – Beautiful or Terrible

81. Form made of fractal patterns; staring too long causes vertigo.

82. Limbs split into many smaller limbs when needed.
83. Joints bend in utterly wrong but graceful ways.
84. Skin shows impossible angles; geometry reacts oddly around you.
85. Eyes lack sclera; just a whirlpool of color or darkness.
86. Your silhouette doesn't match your visible shape.
87. Mouth opens wider than humanly possible, lined with many small teeth.
88. Voice is a chorus of tones speaking at once.
89. Thin tendrils of darkness or light constantly curl off your body.
90. Your outline distorts nearby reality like heat shimmer.

91–100: Elder-Level Weird

91. You appear different to each observer, matching their deepest myth.
92. Your form constantly but subtly shifts between several previous shapes you've worn.
93. You are partially two-dimensional from some angles.
94. Your body contains a visible "window" into stars or other realms.
95. You only fully appear in reflections; in direct view you're muted or ghostlike.
96. Pieces of you orbit your core in a slow dance (head, hands, etc.) and can reattach at will.
97. Your form is a complex symbol-sigil lattice floating in space.
98. You appear as a "cutout" of the night sky regardless of surroundings.
99. Your presence is more felt than seen; you can choose at will to be visible.
100. Your form is a constantly shifting fusion of multiple entries on this table; you are truly Elder.

CHAPTER FOUR: MASKS & THE MUNDANE

You are older than nations.
You have seen empires die.

And yet, in the modern world, somebody still expects you to fill out HR paperwork, pay rent, and answer email.

This chapter is about Masks: the mortal identities your Immortal uses to move through ordinary society. Your Mask:

- Explains who you are to mortals (job, social role, online presence).
- Provides mundane means (money, assets, contacts, legal identity).
- Gives the GM hooks for stories, stress, and drama.

It's meant to be light and optional: you can run *Immortal* without tracking this in detail, or you can lean into it as your "secret identity" game. Some Immortals may not have an interest in associating with humankind or interacting with society to such a level, and this chapter may have more limited uses. Likewise, the nature of a game's campaign and setting may also alter the elements from this section of the book. The GM should feel free to modify anything presented.

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1. What is a Mask?

A Mask is a full mortal-facing identity:

- Legal name(s) and documents.
- Profession or visible role.
- Social circle and daily routine.
- Digital footprint (records, social media, email, etc.).

You may have:

- One Main Mask (the one used in the campaign's focus city/era).
- Old Masks from previous decades/centuries (now "dead," retired, or living quiet lives).
- Burner Masks: hastily assembled IDs that won't survive serious scrutiny.

Your True Name and Immortal history sit behind all of these.

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2. Mask Mechanics (Optional)

If you want to treat Masks mechanically, use these simple pieces.

2.1 Cover Rating

Each Mask has a Cover Rating:

- Default 60 for a plausible, well-built identity.
- +10 if the Mask is low-profile and boring.
- -10 if it's flashy or inconsistent with your history (e.g., you never show up at work).

When you do something that might strain the Mask (stealing from your own company, repeatedly missing shifts, obvious weirdness caught on camera), the GM can call for a Cover Test:

- Roll 1d100 vs Cover Rating, modified by difficulty:
    - Subtle oddity: Easy (+20)
    - Suspicious behavior: Standard (0)
    - Wild supernatural display on security cameras: Hard (-10) or worse

Success: The Mask holds. People make excuses, evidence is lost, or they fail to connect dots.
Failure: The GM introduces a Mask complication soon:

- Someone starts digging.
- You get called into HR.
- A cop, reporter, or conspiracy theorist starts a file on you.

You don't need a complex "suspicion track" if you don't want one; just pay off failed Cover tests with future trouble.

2.2 Wealth & Assets

Your Mask also describes how you pay for apartments, cars, phone bills, bribes, and hardware. We'll express this in Wealth Tiers (see table below), with an optional Resource Rating:

- Resource Rating = 30 / 45 / 60 / 75 / 90 depending on Wealth Tier.

When something big is on the line financially (funding a safehouse, buying military-grade hardware, chartering a jet):

- Roll 1d100 vs Resource Rating (with difficulty mods for how outrageous the purchase is).
- On success, you can afford it without serious stress.
- On failure, you can still get it, but:
    - You acquire debt, call in favors, or attract attention (GM complication).

For normal day-to-day stuff, don't roll. Your Wealth Tier tells you what's simply "no problem."

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3. Building a Mask with 5d10

You can build a Mask quickly by rolling five d10s and consulting the tables below:

1. Mask Table 1 – Sector of Work
2. Mask Table 2 – Role Type
3. Mask Table 3 – Wealth & Assets Tier
4. Mask Table 4 – Work Pattern & Time Commitment
5. Mask Table 5 – Mask Complication / Hook

You can roll in order, or roll all five at once and read across.

Mask Table 1 – Sector of Work

Roll 1d10:

1. Law, Order & Military
    - Police, detective, soldier, security, private military, corrections.
    - You live near authority, violence, and bureaucracy.
2. Medicine & Emergency
    - Doctor, nurse, EMT, paramedic, trauma surgeon, hospital admin.
    - You constantly see life and death up close.

3. Science & Technology
    - Engineer, software dev, lab researcher, tech startup, R&D.
    - You touch cutting-edge systems and data.
4. Corporate & Finance
    - Manager, executive, HR, banker, trader, consultant.
    - You dwell in money, contracts, and office politics.
5. Media, Art & Entertainment
    - Journalist, film worker, musician, influencer, actor, designer.
    - You swim in stories, perception, and public image.
6. Education & Academia
    - Teacher, professor, researcher, archivist, librarian.
    - You're a node in networks of knowledge.
7. Trades, Logistics & Infrastructure
    - Electrician, mechanic, driver, pilot, construction, shipping.
    - You move goods and keep the world running.
8. Hospitality, Retail & Service
    - Bartender, barista, hotel staff, server, shop owner, concierge.
    - You meet everyone, hear everything.
9. Government & Bureaucracy
    - Civil servant, inspector, immigration officer, administrator.
    - You touch records, permits, and slow-moving power.
10. Underworld & Fringe

- Criminal, fixer, smuggler, hacker, cult organizer, "unofficial" guide.
- You operate in the shadows of law and society.

Mask Table 2 – Role Type

Roll 1d10 and combine with your Sector:

1. Frontline / Hands-On
    - Cop on patrol, ER nurse, long-haul driver, road crew.

2. Analyst / Planner
    - Intelligence analyst, financial planner, logistics operative.
3. Manager / Supervisor
    - Team lead, foreman, unit commander, project manager.
4. Executive / Owner
    - Company owner, startup founder, studio head, crime boss.
5. Consultant / Freelancer
    - Specialist hired per project, contractor, independent.
6. Support / Back-Office
    - HR, admin, IT support, lab tech, records clerk.
7. Public-Facing Spokesperson
    - PR rep, press liaison, teacher, influencer, charismatic front.
8. Researcher / Thinker
    - Academic researcher, strategist, R&D scientist, policy think tank.
9. Investigator / Inspector
    - Detective, auditor, safety inspector, investigative journalist.
10. Specialist / Odd Expert

- Forensic linguist, cryptographer, exotic animal handler, exorcist-for-hire.

Example:

- M1: 2 (Medicine & Emergency)
- M2: 9 (Investigator / Inspector)

You might be a medical examiner, a hospital fraud investigator, or a public health inspector—all great covers for an Immortal who needs to move around crime scenes or outbreaks.

Mask Table 3 – Wealth & Assets Tier

Roll 1d10 for your Mask's mundane resources:

Roll	Tier	Resource Rating	Description & Uses
1–2	Struggling	30	Paycheck-to-paycheck, small place, little savings. You can cover daily life, but big purchases bite hard.
3–4	Modest	45	Stable apartment, used car, modest savings. You can handle occasional

Roll	Tier	Resource Rating	Description & Uses
			big buys with stress.
5–7	Comfortable	60	Nice home, reliable transport, good savings. Routine travel and gear are easy, special ops possible.
8–9	Affluent	75	House/condo, multiple accounts, investments, maybe staff. You can fund operations, hire help, buy high-end tech.
10	Opulent	90	Very wealthy or effectively beyond money: trusts, shell companies, or cosmic caches. Money is rarely a meaningful obstacle.

In play:

- Anything "below your tier" is just assumed affordable.
- For major asks (weapons caches, black-market tech, bribes, emergency flights), roll 1d100 vs Resource Rating, with difficulty for how extreme it is.

Mask Table 4 – Work Pattern & Time Commitment

Roll 1d10 to see how much your Mask interferes with Immortal business:

1. Rigid 9-to-5
    - You're expected on-site during regular hours. Missing work draws fast attention.
2. Shift-Based
    - Rotating days/nights; you have blocks of odd free time but sudden calls.
3. Freelance / Contract
    - You work in bursts; between contracts you're free. Ideal for adventuring, but money comes in waves.
4. Owner / Operator
    - You run a business. You can delegate, but major crises drag you in.
5. Academic / Seasonal
    - Busy semesters or projects, long stretches of free time; built-in sabbaticals.
6. Remote / Home-Based
    - You can work from anywhere with a signal; easy to vanish for short stretches.
7. On-Call / Emergency
    - You may be summoned any time; ignoring calls has real consequences (and drama).
8. Semi-Retired / "Consultant"

- You're officially retired, but occasionally "brought back" for special projects.

9. Double-Life Workload
    - You juggle two jobs or obligations at once. Exhausting but gives wide cover.
10. Ghost Payroll

- You're technically employed, but you rarely show up. Somebody's covering for you—or cooking the books.

This helps the GM know when the Mask pushes back: sudden shifts, calls in the middle of a crisis, vital meetings you might blow off.

Mask Table 5 – Mask Complication & Hook

Roll 1d10 for a built-in story hook:

1. Suspicious Colleague
    - Someone at work is convinced you're lying about something. They're not entirely wrong.
2. Dependents
    - Family members, a partner, or close friends rely on your Mask. Hurting your cover hurts them.
3. Old Paper Trail
    - Records from decades ago don't quite match your current "age." An auditor or genealogist is sniffing around.
4. Hidden Benefactor
    - Your job (or wealth) exists because another Immortal—or Entropic agent—put it in place. They may want something.
5. Confidential Access
    - You have clearance, keys, or passwords to something big (vault, lab, server). People will kill for this.
6. Dangerous Client/Caseload
    - Your work frequently involves criminals, unstable people, or high-risk environments.
7. Public Visibility
    - You are mildly famous: local news, niche celebrity, online following. Harder to disappear.
8. Job-Related Secret

    - Your workplace hides its own mystery: illegal research, a cult, secret rooms. You might be the only one who can see the pattern.

9. Mask Legacy
    - This identity has existed far longer than it should. You inherited it from a previous Immortal—or a prior version of yourself.

10. Burning Fuse

- Something about this Mask is on borrowed time: company failing, investigation pending, neighborhood gentrifying, war incoming.

The GM should treat Mask Complications as recurring side plots—not constant punishment, but rich hooks for drama between cosmic crises.

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4. Using Masks in Play

Masks give you:

- Cover – a reason to be anywhere.
- Access – to facilities, data, people, and systems.
- Anchors – NPCs and places that matter when planetary stakes feel abstract.

When designing sessions:

- Let Masks generate missions:
    - A hospital cover reveals odd deaths.
    - A corporate job uncovers a shady interstellar shell company.
    - A teacher notices a student with inexplicable powers.
- Let Masks complicate timing:
    - You're needed at work when the Entropic cult moves.
    - Abandoning the Mask has costs—job loss, eviction, questions.
- Let Masks humanize the Immortal:
    - You care about coworkers, students, neighbors, clients.
    - They don't know you're Immortal… yet.

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5. Additional Ideas (Optional Expansions)

If you want more depth:

- Mask Contacts:
    - For each Mask, define:
        - 1 Ally (helpful coworker, boss, neighbor).
        - 1 Problem (rival, skeptic, jerk)
        - 1 Institution (union, club, committee, online community).
    - These offer free help or built-in friction.
- Multiple Masks:
    - Ancient Immortals may have multiple active Masks in different cities/countries.
    - Each Mask has its own Cover and Wealth; juggling them is a mini-game of logistics.
- Burning a Mask:
    - When a Mask is irreparably blown, you can abandon it:
        - Lose that Cover and Wealth rating.
        - Gain a new complication as someone keeps looking for the person you used to be.
        - Build a new Mask with 5d10 or deliberate choice.

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6. Player Tools: Former Lifetimes & Masks

Players that have lived for centuries or longer may use the following tables to generate previous Masks or use results to inspire ideas of their own. In some cases, more than one table could be used to help flesh out roles they played over multiple periods of human history. The final table can be used for potentially extraterrestrial or interdimensional characters. Each table simply requires a 1d10 roll.

6.1 ANCIENT HISTORY MASKS 1d10

(roughly pre-600 CE, anywhere on Earth)

1. Temple Scribe

- Region/Context: Nile valley or Mesopotamian city-state
- Date: c. 2000–500 BCE
- Sector: Religious / Bureaucratic
- Wealth: Comfortable
- Blurb: Keeper of records, taxes, and omens. Knew how to read and write when almost no one else could. Your Mask is woven into early law codes and royal decrees.

2. Steppe Rider

- Region/Context: Central Asian steppe nomads
- Date: c. 800–200 BCE
- Sector: Military / Trade
- Wealth: Modest / Comfortable (herd size)
- Blurb: Horse archer and scout, living with your clan in motion. You've watched empires fret over borders you crossed without noticing.

3. Bronze-Smith

- Region/Context: Eastern Mediterranean or Near East
- Date: c. 1500–800 BCE
- Sector: Craft / Trade
- Wealth: Comfortable
- Blurb: Maker of tools, blades, and ritual objects. Kings came quietly to your workshop; your work armed both conquerors and their enemies.

4. Oracle in the Cave

- Region/Context: Mountain sanctuary or coastal shrine
- Date: c. 1000 BCE–200 CE
- Sector: Religious / Mystical
- Wealth: Modest (but with influence)
- Blurb: Mask of a visionary whose words guided kings and terrified farmers. Incense, subterranean springs, and subtle Power blurred together.

5. Desert Caravan Master

- Region/Context: North Africa, Arabian Peninsula, Silk Road offshoot
- Date: c. 500 BCE–500 CE
- Sector: Trade / Logistics
- Wealth: Comfortable / Affluent
- Blurb: You led long caravans across impossible distances, dealing in spices, silk, and stories. You knew where the oases were—and which were not entirely natural.

6. River Engineer

- Region/Context: Indus, Yellow River, or other floodplain civilizations
- Date: c. 1500–200 BCE
- Sector: Infrastructure / Administration

- Wealth: Comfortable
- Blurb: Builder of levees, canals, and floodworks. Flood and drought obeyed no one, but your Mask was credited when they behaved, blamed when they didn't.

7. Slave Gladiator

- Region/Context: Imperial arena culture (e.g., Rome)
- Date: c. 100 BCE–300 CE
- Sector: Entertainment / Military
- Wealth: Struggling (socially), highly resourced physically
- Blurb: A Mask of blood, sand, and crowds. You honed combat as a spectacle, dying more than once in the ring and reforming in the cells.

8. Court Astrologer

- Region/Context: Imperial capital (any major empire)
- Date: c. 500 BCE–500 CE
- Sector: Scholarly / Religious
- Wealth: Comfortable / Affluent
- Blurb: Charted stars and omens for those in power. Your charts hid real cosmic knowledge beneath acceptable superstition.

9. Sacred Dancer

- Region/Context: Temple culture in India, Near East, or Mesoamerica
- Date: c. 1000 BCE–500 CE
- Sector: Religious / Performance
- Wealth: Modest / Comfortable
- Blurb: Your body carried myth. Ritual dances weren't just art—they were subtle Power, reinforcing Compacts and keeping local scars quiet.

10. Hill-Fort Chieftain

- Region/Context: Tribal/iron-age societies in Europe, Africa, or elsewhere
- Date: c. 800 BCE–400 CE
- Sector: Military / Leadership
- Wealth: Comfortable / Affluent (for the time)
- Blurb: You led warriors from a fortified hill, raiding, trading, and negotiating. You saw the first empires arrive at your borders—and outlived them.

6.2 MEDIEVAL MASKS 1d10

(roughly 600–1500 CE, anywhere on Earth)

1. Monastery Illuminator

- Region/Context: Monastic scriptoria (Europe, Middle East, Asia equivalents)
- Date: c. 700–1400 CE
- Sector: Religious / Scholarly
- Wealth: Modest
- Blurb: You copied and illustrated manuscripts. In the margins you hid truths about Immortals, Entropy, and worlds beyond.

2. Silk Road Factor

- Region/Context: Major trade city along the Silk Road
- Date: c. 800–1400 CE
- Sector: Trade / Finance
- Wealth: Comfortable / Affluent
- Blurb: Merchant-banker moving goods and credit between far-flung cities. You watched belief systems and stories travel as eagerly as spices.

3. Fortress Castellan

- Region/Context: Any culture with fortified castles or citadels
- Date: c. 900–1500 CE
- Sector: Military / Administration
- Wealth: Comfortable
- Blurb: Keeper of walls and keys. You managed supplies, soldiers, and sieges, occasionally reinforcing the stone with a touch of Power.

4. Court Poet

- Region/Context: Royal or noble courts, various cultures
- Date: c. 800–1500 CE
- Sector: Art / Propaganda
- Wealth: Modest / Comfortable
- Blurb: You gave rulers their legends. Your verses quietly edited history, sometimes in defiance of an Old God that wanted stories to collapse.

5. Desert Mystic

- Region/Context: Hermit or wandering sage in arid lands
- Date: c. 700–1400 CE
- Sector: Religious / Mystical
- Wealth: Struggling (by choice)
- Blurb: Alone with the sky, you spoke with spirits and sometimes with Immortals who came seeking answers. The sand remembers your footprints.

6. City Guildmaster

- Region/Context: Growing medieval city (any continent)
- Date: c. 1000–1500 CE
- Sector: Craft / Trade
- Wealth: Comfortable / Affluent
- Blurb: Master of a powerful guild—cloth, metal, ships, or something stranger. You used rules and dues like subtle Compacts to keep chaos at bay.

7. Nomad Khan's Envoy

- Region/Context: Steppe empire expansion eras
- Date: c. 1100–1400 CE
- Sector: Diplomacy / Military
- Wealth: Comfortable
- Blurb: You rode ahead of armies bearing offers of surrender, alliance, or annihilation. You saw empires bend the knee—and what happened when they refused.

8. Pirate Admiral

- Region/Context: Sea raiding culture (Mediterranean, Indian Ocean, East Asia, etc.)
- Date: c. 900–1500 CE
- Sector: Military / Criminal
- Wealth: Variable (Struggling to Opulent)
- Blurb: You wore a Mask of fear and freedom on the open sea. Ships vanished in storms that were not entirely natural.

9. Forest Witch / Wise One

- Region/Context: Rural margin communities
- Date: c. 800–1500 CE

- Sector: Healing / Occult
- Wealth: Struggling / Modest
- Blurb: Herb lore, curses, midwifery, and the occasional real miracle. You made deals with minor spirits and chased small Entropic leaks out of villages.

10. City Builder

- Region/Context: Urbanizing capital or pilgrim center
- Date: c. 1000–1500 CE
- Sector: Infrastructure / Architecture
- Wealth: Comfortable / Affluent
- Blurb: Planner of walls, streets, and aqueducts. Some of your designs secretly encoded sigils and flows to stabilize reality around burgeoning populations.

6.3 EARLY MODERN MASKS 1d10

(roughly 1500–1900 CE, anywhere on Earth)

1. Navigator

- Region/Context: Age of Sail exploration / trade
- Date: c. 1500–1800 CE
- Sector: Exploration / Naval
- Wealth: Modest / Comfortable
- Blurb: Charted coasts, stars, and currents for merchants or empires. Some “uncharted islands” you reached were never quite on this Earth.

2. Court Alchemist

- Region/Context: Royal courts, scholarly cities
- Date: c. 1500–1700 CE
- Sector: Proto-science / Occult
- Wealth: Comfortable
- Blurb: Half scientist, half sorcerer. You experimented with metals, medicines, and the odd shard of an Entropic scar, hiding real results among failures.

3. Plantation Overseer Turned Saboteur

- Region/Context: Colonial plantation economies
- Date: c. 1600–1800 CE

- Sector: Agriculture / Power structures
- Wealth: Comfortable (Mask), morally compromised
- Blurb: You wore a Mask inside a brutal system—until you turned against it, using subtle Power to undermine exploitation, free the enslaved, or burn ledgers.

4. Revolutionary Pamphleteer

- Region/Context: City in political upheaval (any continent)
- Date: c. 1700–1900 CE
- Sector: Media / Agitation
- Wealth: Struggling / Modest
- Blurb: Your ink helped topple thrones. You watched ideas spread faster than armies, sometimes bending them just enough to keep Entropy from hijacking the chaos.

5. Gunpowder General

- Region/Context: Early modern wars of expansion or unification
- Date: c. 1600–1900 CE
- Sector: Military
- Wealth: Comfortable / Affluent
- Blurb: You commanded cannon and line infantry. You chose which cities burned, occasionally steering battles away from places where you felt scars lurking.

6. Salon Philosopher

- Region/Context: Enlightenment-style urban elite scenes
- Date: c. 1700–1900 CE
- Sector: Intellectual / Social
- Wealth: Comfortable
- Blurb: You held court in drawing rooms, shaping opinion with conversation. Underneath the talk of reason and progress, you debated Immortals and mortals alike about what the cosmos *should* be.

7. Railroad Magnate

- Region/Context: Industrialization era
- Date: c. 1800–1900 CE
- Sector: Infrastructure / Finance
- Wealth: Affluent / Opulent

- Blurb: You drew steel lines across continents, sometimes unconsciously tracing old Travel paths. Where your rails crossed scars, strange accidents clustered.

8. Battlefield Surgeon

- Region/Context: Early modern or industrial wars
- Date: c. 1700–1900 CE
- Sector: Medical / Military
- Wealth: Struggling / Modest
- Blurb: Surrounded by mud, blood, and crude tools, you learned to repair bodies that were not truly mortal. You saw Entropic rot in wounds that should have been clean.

9. Coastal Smuggler

- Region/Context: Coastal gray economies
- Date: c. 1600–1900 CE
- Sector: Trade / Criminal
- Wealth: Modest / Comfortable
- Blurb: You moved contraband, people, and secrets along foggy coasts. Some of your “hidden coves” were thin places where worlds brushed together.

10. Early Photographer

- Region/Context: 19th-century cities and frontiers
- Date: c. 1830–1900 CE
- Sector: Art / Technology
- Wealth: Modest
- Blurb: You captured images on glass and paper. Occasionally, your plates revealed things no one else could see—faint halos around Immortals, blurred edges where reality was already fraying.

6.4 OTHER-WORLD & OTHER-DIMENSION MASKS 1d10

1. Cradle Keeper

- Region/Context: Arboreal world where sentient beings grow in living pods high in the canopies
- Date: “Pre-industrial,” but bio-tech is normal
- Sector: Care / Cultural
- Wealth: Modest / Comfortable

- Blurb: You tended living nurseries grown from colossal trees, singing growth-patterns into the pods. Your Mask's work decided which young received certain enhancements, and which matured into "ordinary" citizens.

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2. Sky-Barge Pilot

- Region/Context: Gas giant mining culture; cities float in engineered sky-barges
- Date: Mature industrial / gravitic tech
- Sector: Transport / Trade
- Wealth: Comfortable
- Blurb: You ferried cargo and passengers between floating platforms, navigating turbulent pressure bands and predatory cloud fauna. Sometimes, your routes slipped along proto-corridors between atmospheres and other worlds.

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3. Choir Architect

- Region/Context: Crystal-world where buildings are grown as resonant structures
- Date: Post-singularity art/tech culture
- Sector: Architecture / Sonic Engineering
- Wealth: Affluent
- Blurb: You designed cities as harmonic instruments. Voices, wind, and footsteps played through your structures, stabilizing the local fabric of reality through music. When Entropy came, your notes held longer than most.

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4. Rift Salvager

- Region/Context: Fringe civilization clustered around a permanent planar rift
- Date: Scrap-tech / post-collapse
- Sector: Scavenging / Risk labor
- Wealth: Struggling
- Blurb: You suited up and dove into broken zones bordering other dimensions, dragging back half-stable artifacts and chunks of dead realities. Your Mask died often, but the salvage paid enough to keep the community alive. Mostly.

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5. Memory Cartographer

- Region/Context: Culture that maps history as 3D mental landscapes
- Date: Post-psychic awakening era
- Sector: Scholarly / Spiritual
- Wealth: Comfortable
- Blurb: You walked through people's memories as if they were cities, charting routes between events. Your maps helped your species heal trauma—and, quietly, helped you spot Entropic "blank spots" where history had been chewed away.

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6. Star-Singer Envoy

- Region/Context: Nomadic stellar civilization that "sings" to stars to guide them
- Date: Ancient cosmic level
- Sector: Diplomacy / Ritual
- Wealth: Comfortable / Symbolically Opulent
- Blurb: You negotiated on behalf of your people with other spacefaring species and with semi-sapient stellar entities. Your Mask carried treaties etched in light and song, sometimes negotiating with Elders or Old Gods directly.

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7. Hive Dissenter

- Region/Context: Insectoid or collective-mind species on a heavily stratified world
- Date: Mid-tech, bio-hive infrastructure
- Sector: Social / Political
- Wealth: Struggling (in hive terms)
- Blurb: You were a node that developed "too much" individuality. Rather than be culled, you took on a Mask as an acceptable anomaly—an internal critic who traveled between hives, testing whether your kind could tolerate variance without collapsing.

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8. Storm-Sworn Lawkeeper

- Region/Context: Floating archipelagos above a super-storm ocean, lightning-tamed culture
- Date: Early industrial but with advanced weather-control relics
- Sector: Law / Enforcement
- Wealth: Modest / Comfortable

- Blurb: You enforced compacts in high cities linked by chain-bridges, wielding storm-batons and gliders. Your Mask's authority was backed by relics that could call down lightning—originally meant to fight Entropic sky-beasts.

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9. Dream-Market Broker

- Region/Context: Dimension where commerce takes place in a shared lucid dreamspace
- Date: Difficult to place; post-physical emphasis
- Sector: Trade / Information
- Wealth: Affluent (in dream-credit and influence)
- Blurb: You bartered in experiences, emotions, and pieces of potential futures. You learned to tell which dreams had Entropic fingerprints on them, and which belonged to beings older than the local cosmos.

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10. Failed Godling

- Region/Context: Myth-heavy world where belief can literally shape local physics
- Date: Multiple overlapping "ages of myth"
- Sector: Religious / Mythic
- Wealth: Variable (worship-dependent)
- Blurb: Once, in that world, you wore a Mask that *was* a minor god—storm, hearth, road, or something stranger. As belief waned, you faded, leaving behind a handful of temples and legends. Some Immortals still whisper that your "divinity" was just your true nature leaking a bit too far into the story.

CHAPTER FIVE: POWERS OF THE IMMORTAL

Immortals bend reality with their will and essence. This chapter details the core powers of the game, organized into 10 families (Tables A–J).

In play terms, a Power is:

- A rated ability (1–100 Rating) you roll against like an Attribute.
- Often an *attack*, *defense*, *utility effect*, or a *persistent enhancement*.
- Limited mainly by actions per round, common sense, and in a few cases, per-scene or per-session limits.

Tier 1 characters only roll on Tables A–E when creating starting powers. Higher-Tier characters and advancement can open access to Tables F–J.

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1. Global Power Mechanics

1.1 Using a Power

- Roll 1d100 vs that Power's Rating.
- If result ≤ Rating → Success.
- If > Rating → Failure.
- 1–5 always succeed (auto success).
- 95–100 always fail (auto failure).

Difficulty modifiers (Easy / Hard / etc.) apply as +10 / -10 increments to the Rating, as determined by the GM, when needed.

1.2 Power Rating Modifiers

Difficulty	Modifier
Trivial	+40
Easy	+20
Routine	+10
Standard	+0
Hard	-10
Very Hard	-20
Nearly Impossible	-30

1.3 Margin of Success (MoS)

To reiterate, sometimes, a situation may require the need to know the QUALITY of a Power roll (good OR bad). When you roll 1d100 against a Power Rating, subtract your result from your target number (TN) if you succeed. The difference is your Margin of Success.

- If you roll over your TN, you fail (no MoS).
- If you roll equal to or under your TN, you succeed and:
    - Higher MoS = better result (tighter shot, stronger effect, faster action).
    - Some effects scale off MoS (extra damage, bonus info, extended duration, etc.).

Example: TN 70, roll 34 → success with MoS 36 (a very strong result).

1.4 Damage & Healing Degrees

When a Power deals Cohesion damage or restores Cohesion, it uses one of three degrees:

- Minor Damage/Healing: 1–2 Cohesion
    - Base: 1 Cohesion.
    - If MoS (Margin of Success) ≥ 40: +1 (total 2).
- Standard Damage/Healing: 2–4 Cohesion
    - Base: 2 Cohesion.
    - If MoS ≥ 30: +1 (3 total).
    - If MoS ≥ 60: +1 more (4 total).
- Major Damage/Healing: 4–6 Cohesion
    - Base: 4 Cohesion.
    - If MoS ≥ 30: +1 (5 total).
    - If MoS ≥ 60: +1 more (6 total).

If a Power says “Standard damage”, use the Standard degree; “Minor”, the Minor degree; “Major”, the Major degree.

1.5 Ranges (for single-target or origin point)

- Touch: Must physically contact the target.
- Short: Up to ~10 meters.
- Medium: ~10–50 meters.
- Long: ~50–200 meters.

- Extreme / Distant: Line-of-sight in the current scene (often up to a few kilometers if unobstructed; GM adjudicates).

1.6 Areas of Effect (AoE)

When a Power affects an area, it uses one of these common patterns:

- Small Burst: ~3 m radius (room-sized).
- Medium Burst: ~10 m radius (street / courtyard).
- Large Burst: ~25 m radius (small plaza / building cluster).
- Massive Field: ~50 m radius (~100 m diameter).

If not specified, assume the Power is single-target.

1.7 Duration

- Instant: Effect resolves immediately.
- Short: One round / a few seconds.
- Moderate: One scene or a few minutes.
- Long: Hours or until you dismiss it.
- Permanent: Lasts indefinitely until broken by special means.

1.8 Frequency

Most Powers are At-will (you can use them as often as actions and situation allow). Some explicitly say:

- 1/round
- 1/scene
- 1/session, to represent enormous or reality-straining effects.

1.9 Tags

Each Power lists tags:

- Type: Minor / Standard / Major
- Cosmic: Yes/No (Cosmic powers boost Traveler chance & are often higher-tier).
- Unique: Means it's rare and typically not duplicated among PCs/NPCs without GM approval.
- Entropy-Aligned: Often restricted to Entropic characters or dangerous to use.

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2. TABLE A – PHYSICAL MASTERY & MOVEMENT (1d10)

Theme: Superhuman strength, agility, and battlefield movement.
Tier: Common at Tier 1; still useful at higher Tiers.

A1. Titanic Strength

- Type: Standard, Non-Cosmic
- Action: Attack or Feat (Major Action)
- Range: Touch / Short (throwing)
- Duration: Instant (attack) or as long as you concentrate (lifting)
- Frequency: At-will

Effect:
Your physical strength is massively beyond human.

- Attacks: Melee attacks using Titanic Strength deal Standard damage. You can throw heavy objects as improvised missiles at Short range with Standard damage if suitably massive.
- Feats of Strength: You gain +20 to Might for tests of lifting, breaking, or pushing. You can lift vehicles, bend reinforced doors, etc.

A2. Flash-Step

- Type: Minor, Non-Cosmic
- Action: Move (special)
- Range: Self (movement up to Short range)
- Duration: Instant
- Frequency: 1/round

Effect:
You blur through space in a heartbeat.

- You may instantly move up to 10 meters (Short) without provoking normal opportunity attacks.
- You may pass through narrow gaps and around obstacles if you could physically fit.
- When used immediately before a melee attack, gain +10 to that attack roll.

A3. Stonehide

- Type: Standard, Non-Cosmic
- Action: Minor Action to activate
- Range: Self
- Duration: Moderate (scene) or until dismissed

- Frequency: At-will

Effect:
Your skin hardens like stone.

- Gain +10 to Resolve vs physical harm and reduce incoming physical Cohesion damage by 1, to a minimum of 1, while active.
- Your weight increases; GM may impose small penalties in delicate environments (tightropes, fragile platforms).

A4. Gravity Leaper

- Type: Minor, Non-Cosmic
- Action: Move
- Range: Self
- Duration: Instant (per jump)
- Frequency: At-will

Effect:
You make impossible leaps.

- You may jump up to 10 m vertically or 20 m horizontally without a roll under normal conditions.
- Gain +10 to Grace when making movement tests involving jumps, falls, or acrobatic landings.
- If you fall from great height, treat the fall as if it were Short range for damage purposes (or ignore if GM prefers).

A5. Martial Genius

- Type: Standard, Non-Cosmic
- Action: Passive / Constant
- Range: Self
- Duration: Permanent
- Frequency: Always on

Effect:
You are a living master of combat.

- Gain +10 to all Might-based melee attacks and +10 to any combat-related Grace tests (dodging, disarming, fancy maneuvers).
- Once per combat, you may reroll a failed melee attack roll and keep the better result.

A6. Kinetic Redirection

- Type: Standard, Non-Cosmic
- Action: Reaction
- Range: Short (for redirect target)
- Duration: Instant
- Frequency: 1/round

Effect:
You seize incoming kinetic force and hurl it elsewhere.

- When you would be hit by a physical projectile or melee attack, roll Kinetic Redirection vs your Power rating.
    - On success, reduce incoming damage to 0, and instead:
        - Redirect it to another legal target within Short range, or
        - Convert it into a shockwave dealing Minor damage in a Small Burst around the attacker.
- If there is no valid redirect target and you choose not to shockwave, you simply negate the attack.

A7. Unshakeable Poise

- Type: Minor, Non-Cosmic
- Action: Passive
- Range: Self
- Duration: Permanent
- Frequency: Always on

Effect:
Your balance and coordination are flawless.

- Gain +10 to Grace for balance, tightrope, ledge-running, and similar tests.
- You are extremely difficult to knock prone or shoved; attackers trying to knock you down suffer -10.

A8. Seismic Slam

- Type: Standard, Non-Cosmic

- Action: Major Action (attack)
- Range: Self (origin), Medium Burst (10 m radius)
- Duration: Instant
- Frequency: At-will, but each use requires a solid surface

Effect:
You strike the ground and send a shockwave.

- On success, all creatures in the Medium Burst make a Grace or Resolve test (GM's choice).
    - Those who fail are knocked prone and suffer Minor damage.
    - Those who succeed keep footing; no damage.
- Structures, fragile terrain, and objects in the area may crack, topple, or collapse; GM adjudicates.

A9. Unbreakable Grip

- Type: Minor, Non-Cosmic
- Action: Passive / Reaction
- Range: Touch (for holding)
- Duration: As long as you choose to maintain
- Frequency: Always on

Effect:
Once you hold something, you do not let go.

- Attempts to disarm you or break your grip suffer -20.
- Gain +10 to Might when grappling or holding onto surfaces/vehicles.
- You can hang one-handed from ledges or moving vehicles indefinitely (fatigue is mostly narrative).

A10. Living Momentum

- Type: Major, Non-Cosmic
- Action: Major Action (setup), then Major Action (attack)
- Range: Self / Medium (attack)
- Duration: Short (over 1–2 rounds)
- Frequency: 1/scene

Effect:
You build speed and power to an overwhelming strike.

- Round 1: Spend a Major Action "charging"; your next melee or movement-based attack gains +20 to the roll.
- Round 2 (or later in same scene): The empowered attack deals Major damage if it hits.
- If you don't attack by the end of the scene, the stored momentum dissipates.

---

3. TABLE B – DEFENSE, REGENERATION & SURVIVAL (1d10)

Theme: Not dying. Ever. Or at least, not easily.

B1. Rapid Regeneration

- Type: Standard, Non-Cosmic
- Action: Minor Action (activate)
- Range: Self
- Duration: Moderate (scene)
- Frequency: 1/scene

Effect:
You accelerate your natural immortal healing.

- While active, at the end of each round, roll Rapid Regeneration:
    - On success, restore Standard healing to your own Cohesion.
- Also grants +10 to Resolve tests against ongoing physical effects (bleeding, burning, etc.).

B2. Energy Ward

- Type: Standard, Non-Cosmic
- Action: Minor Action (activate)
- Range: Self
- Duration: Moderate (scene)
- Frequency: At-will

Effect:
You sheath yourself in a protective energy field.

- Gain +10 Resolve vs energy attacks (fire, lightning, lasers, etc.), and reduce incoming Cohesion damage from energy sources by 1 (minimum 1).
- Visually, this can be a glow, shimmer, or barely visible distortion.

B3. Painless Existence

- Type: Minor, Non-Cosmic
- Action: Passive
- Range: Self
- Duration: Permanent
- Frequency: Always on

Effect:
Pain is an optional signal, not a prison.

- You ignore penalties from pain (torture, searing injuries, broken bones).
- You still recognize damage rationally; you just don't flinch or slow down because it hurts.
- Gain +10 Resolve vs interrogation and coercive pain.

B4. Adaptive Armor

- Type: Standard, Non-Cosmic
- Action: Minor Action (activate)
- Range: Self
- Duration: Moderate (scene)
- Frequency: At-will

Effect:
Your defenses adapt to whatever hurts you.

- When first damaged by a specific attack type in a scene (bullets, plasma, fire, etc.), on your next turn you may activate Adaptive Armor.
- For the remainder of the scene, you gain +10 to Resolve vs that same type and reduce Cohesion damage by 2 from that type (minimum 1).
- You can only "lock in" one type at a time.

B5. Stasis Cocoon

- Type: Major, Cosmic: Yes
- Action: Major Action (activate)
- Range: Self or Touch (can envelop another willing target)
- Duration: Long (hours/days) or until triggered end
- Frequency: 1/session

Effect:
You encase yourself (or another) in a bubble of perfect stillness.

- The cocoon is nearly indestructible; attacks against it are at -30, and Entropic attacks only scratch it slowly.
- Inside, the target is in suspended animation:
    - No passing time, no damage, no decay.
- Used to survive stellar explosions, long journeys, or catastrophic events.
- Ending the stasis is an Instant act by you (if conscious elsewhere) or triggers after a pre-set time.

B6. Phase Shift

- Type: Standard, Cosmic: Yes
- Action: Minor Action (enter/exit)
- Range: Self
- Duration: Short (up to a round at a time)
- Frequency: 1/round

Effect:
You slip partially out of phase with reality.

- While phased:
    - Physical attacks cannot affect you unless specifically capable of hitting phased targets.
    - You can pass through thin walls and barriers (GM sets limits).
- You cannot make normal physical attacks while fully phased, though some Powers may still function.
- Use carefully; some Entropic zones or wards trap phased beings.

B7. Immaculate Essence

- Type: Minor, Non-Cosmic
- Action: Passive
- Range: Self
- Duration: Permanent
- Frequency: Always on

Effect:
Your essence burns away impurities.

- You are immune to all mundane disease and poison; exotic metaphysical poisons attack Resolve at -10.
- You gain +10 to Resolve vs corruption and possession attempts that “infect” rather than overpower.

B8. Elemental Resistance

- Type: Standard, Non-Cosmic
- Action: Passive / Choice at creation or when Power is gained
- Range: Self
- Duration: Permanent
- Frequency: Always on

Effect:
You are particularly hard to harm with one element (fire, cold, electricity, acid, etc.).

- Choose one element (may be reselected only with GM approval and narrative justification).
- Attacks of that element deal -2 Cohesion less damage (minimum 1), and you gain +10 Resolve vs its secondary effects.

B9. Cohesion Surge

- Type: Standard, Non-Cosmic
- Action: Minor Action
- Range: Self
- Duration: Instant (healing spike)
- Frequency: 1/scene

Effect:
You force your essence to burn brighter for a moment.

- On success, restore Standard healing to your own Cohesion.
- You become briefly luminous or otherwise visibly energized; Entropic beings may notice.

B10. Unraveled Form

- Type: Major, Cosmic: Yes
- Action: Major Action (enter/exit)
- Range: Self, movement: Medium per round
- Duration: Moderate (scene)
- Frequency: 1/scene

Effect:
You dissolve into a dispersed energy/mist form.

- In this form:
  - You can move through small gaps, vents, etc. at Medium range per round.
  - You are immune to most physical attacks; energy and Entropic attacks still affect you.
  - Your physical attacks are limited; you can still use some energy or mental Powers as normal.
- Reform as a Major Action, reconstituting at your chosen point within your current location.

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4. TABLE C – ENERGY PROJECTION (1d10)

Theme: Beams, blasts, and raw destructive power.

C1. Solar Lance

- Type: Standard, Cosmic: Yes
- Action: Major Action (attack)
- Range: Long (beam)
- Duration: Instant
- Frequency: At-will

Effect:
You fire a focused beam of star-like energy.

- Single target at Long range; on success, deals Standard damage.
- Targets vulnerable to light/sunlight suffer -10 Resolve to resist and may take +1 additional Cohesion if the GM deems appropriate.

C2. Thunderclap

- Type: Minor, Non-Cosmic
- Action: Major Action (attack)
- Range: Self, Small Burst (3 m radius)
- Duration: Instant
- Frequency: 1/round

Effect:
You create a deafening shockwave.

- All creatures in the Small Burst must roll Resolve vs your Power:
    - Failure: Stunned for one round and take Minor damage.
    - Success: No damage, but temporarily deafened (narrative).
- Can shatter glass, knock light objects over, and alert everyone nearby.

C3. Radiant Bolts

- Type: Standard, Non-Cosmic
- Action: Major Action (attack)
- Range: Medium
- Duration: Instant
- Frequency: At-will

Effect:
You unleash multiple bolts of concentrated energy.

- You may target up to 3 enemies within Medium range.
- Roll once; on success, each target takes Minor damage. On a roll with MoS ≥ 40, choose one target to instead take Standard damage.

C4. Void Beam

- Type: Standard, Cosmic: Yes
- Action: Major Action (attack)
- Range: Long
- Duration: Instant
- Frequency: At-will

Effect:
A ray of shadowy, eroding force.

- Single target; deals Standard damage.
- If used against constructs, barriers, or inanimate objects, treat damage as Major.
- On a roll of 95–100 (auto-fail), small uncontrolled patches of erosion may appear nearby (GM complication).

C5. Nova Burst

- Type: Major, Cosmic: Yes
- Action: Major Action (attack)
- Range: Self, Medium Burst (10 m radius)
- Duration: Instant
- Frequency: 1/scene

Effect:
You detonate in a sudden starburst of energy.

- All creatures (except you, if you choose) in the Medium Burst must roll Resolve or Grace:
    - Failure: Major damage and knocked prone.
    - Success: Standard damage and remain standing.
- Leaves scorch marks, melted metal, and a bright flash visible from far away.

C6. Coherent Light Constructs

- Type: Standard, Cosmic: Yes
- Action: Major Action (create), Minor to reshape
- Range: Short

- Duration: Moderate (scene)
- Frequency: At-will (limited by complexity)

Effect:
You solidify light into functional shapes.

- You may create a number of simple constructs (barriers, platforms, weapons) within Short range.
- Barriers provide cover and have Cohesion similar to a vehicle; you can resist attacks against them with your Power.
- Weapons created by this Power, when wielded by you, grant +10 to attacks and deal Standard damage.

C7. Plasma Lash

- Type: Standard, Non-Cosmic
- Action: Major Action (attack)
- Range: Short (5–10 m)
- Duration: Instant
- Frequency: At-will

Effect:
A whip of searing plasma lashes out.

- Single target; on success, deals Standard damage.
- Targets struck may catch fire (GM can call for an extra Resolve test; failure results in an extra 1 Cohesion over time or narrative fire effects).

C8. EMP Surge

- Type: Minor, Non-Cosmic
- Action: Major Action
- Range: Self, Small Burst (3–5 m radius)
- Duration: Instant
- Frequency: 1/scene

Effect:
You emit an electromagnetic pulse.

- Affects electronics and machines in the burst:

    - Shut down or glitch, at GM's discretion.
- Cybernetics or powered armor may make a Resolve or Intellect test; failure temporarily disables special features for a scene.

C9. Prismatic Scatter

- Type: Standard, Non-Cosmic
- Action: Major Action (attack)
- Range: Medium, Small Burst at impact
- Duration: Instant
- Frequency: At-will

Effect:
A multicolored blast that splits into secondary effects.

- Choose one of three modes when you use it:
    1. Blinding Flash: Targets in burst make Focus tests or suffer blindness for 1–3 rounds.
    2. Concussive Color: All in burst take Minor damage and risk being knocked prone (Grace test).
    3. Confusing Spectrum: All in burst roll Resolve; failures suffer disorientation (penalty -10 to actions) for one round.
- On a high MoS (≥ 40), you may apply two modes at half effect.

C10. Stellar Crown

- Type: Major, Cosmic: Yes
- Action: Minor Action (activate/deactivate)
- Range: Self, Small Burst aura (3 m)
- Duration: Moderate (scene)
- Frequency: 1/scene

Effect:
You ignite a corona of starfire around you.

- Any enemy entering or starting their turn in the aura takes Minor damage automatically.
- Melee attackers against you take Minor damage on a successful hit.

- Once per scene while active, you can flare the corona to deal Standard damage to all enemies in the aura (Major Action).

---

5. TABLE D – ELEMENT & MATTER CONTROL (1d10)

Theme: Classical and advanced elemental manipulation.

D1. Pyrokinesis

- Type: Standard, Non-Cosmic
- Action: Major Action (attack or control)
- Range: Medium
- Duration: Instant (attack) / Moderate (ongoing flames)
- Frequency: At-will

Effect:
You create and control fire.

- As an attack, deal Standard damage to a target or Minor damage in a Small Burst.
- You can also:
    - Ignite flammable objects.
    - Snuff small fires.
    - Shape existing flames within Medium range (no roll for simple tasks).

D2. Cryokinesis

- Type: Standard, Non-Cosmic
- Action: Major Action
- Range: Medium
- Duration: Instant (attack), Moderate (ice terrain)
- Frequency: At-will

Effect:
Control and create cold and ice.

- Single target attack: Standard damage, with a chance to slow the target (Grace test or -10 to movement for a round).

- Create slippery or frozen terrain in a Small or Medium Burst, imposing -10 to movement-related tests and risk of falling.

D3. Aerokinesis

- Type: Standard, Non-Cosmic
- Action: Major Action
- Range: Medium
- Duration: Short to Moderate
- Frequency: At-will

Effect:
You command the wind.

- Attack: Hurl a compressed blast of air, knocking a target back (Grace test) and dealing Minor damage.
- Control:
    - Create gusts that impede ranged attacks (-10 for a scene).
    - Lift yourself and others for short glides (Short duration lift; GM sets exact limits).

D4. Geokinesis

- Type: Standard, Non-Cosmic
- Action: Major Action
- Range: Medium
- Duration: Instant / Moderate
- Frequency: At-will

Effect:
You shape earth and stone.

- Attack: Launch stone projectiles or spikes for Standard damage at Medium range.
- Terrain: Raise walls, create cover, open or close trenches, shift ground in Small or Medium Bursts.

D5. Hydrokinesis

- Type: Standard, Non-Cosmic

- Action: Major Action
- Range: Medium
- Duration: Instant / Moderate
- Frequency: At-will

Effect:
You control water and similar liquids.

- Attack: High-pressure jets deal Standard damage and can knock foes prone on a failed Grace test.
- Utility:
    - Part water.
    - Reshape rivers or flooding in localized areas.
    - Create barriers of swirling water (provide cover; attacks through are at -10).

D6. Metalshaping

- Type: Standard, Non-Cosmic
- Action: Major Action
- Range: Short to Medium
- Duration: Moderate / Permanent (changed objects)
- Frequency: At-will

Effect:
You bend and reshape metal.

- Attack: Form spikes or crush armor/weapons for Standard damage at Short range.
- Utility:
    - Open or weld shut doors.
    - Forge simple items out of existing metal.
    - Create temporary restraints (targets resist with Might or Resolve).

D7. Toxic Bloom

- Type: Minor, Non-Cosmic
- Action: Major Action
- Range: Short, Small Burst

- Duration: Moderate (lingering cloud)
- Frequency: 1/scene

Effect:
You release or conjure a cloud of toxic vapor.

- Creatures entering or starting their turn in the cloud must roll Resolve:
    - Failure: Minor damage and -10 to all actions for one round.
    - Success: Coughing, watery eyes (mostly narrative).
- Wind and ventilation can disperse the cloud early.

D8. Molecular Lock

- Type: Standard, Cosmic: Yes
- Action: Major Action
- Range: Short
- Duration: Moderate (scene)
- Frequency: 1/scene

Effect:
You freeze matter into perfect stillness.

- Target object or small area (like a door, weapon, or piece of machinery) becomes completely rigid and almost unbreakable for the duration.
- Attempts to move, deform, or heat it fail unless using powerful Cosmic or Entropic forces.
- Living beings partially affected (touching or holding objects) must roll Focus or suffer one limb frozen in place until freed.

D9. Transmutation Touch

- Type: Major, Cosmic: Yes
- Action: Major Action (touch)
- Range: Touch
- Duration: Permanent (until reversed)
- Frequency: 1/scene (or more with GM approval)

Effect:
You transform matter from one form to another.

- Touch an object (or part of an object) no larger than a small vehicle.
- Convert it into another solid, liquid, or gas of similar mass (stone to metal, water to ice, etc.).
- Living beings resist with Resolve; on failure, you may transmute non-vital parts (armor, weapons, outer layers) or inflict Standard damage with horrific morphing.

D10. Elemental Avatar

- Type: Major, Cosmic: Yes
- Action: Major Action (transform)
- Range: Self
- Duration: Moderate (scene)
- Frequency: 1/session

Effect:
You become a living embodiment of one element you control (fire, ice, storm, stone, etc.).

- While in Avatar form:
    - Your attacks of that element deal Major damage.
    - You are highly resistant to that element (take 0 damage from it unless Cosmic/Entropic).
    - You may treat yourself as a Large Burst source of that element for narrative/environmental effects.
- At the end of the scene, you revert, often exhausted or disoriented (GM may impose temporary penalties or narrative downtime).

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6. TABLE E – MIND, SENSES & ILLUSION (1d10)

Theme: Mental influence, perception, psychic assaults, and illusions.

E1. Telepathy

- Type: Standard, Non-Cosmic
- Action: Minor (open link) or Major (probe/attack)
- Range: Medium (line-of-sight) or Long with effort
- Duration: Moderate (sustained link)
- Frequency: At-will

Effect:
You can read and send thoughts.

- Surface thoughts: Simple Focus test; no resistance unless target is trained.
- Deeper probe: Opposed Telepathy vs target's Resolve; failure may alert and anger them.
- You can communicate silently with willing targets within range.

E2. Psychic Blast

- Type: Standard, Non-Cosmic
- Action: Major Action (attack)
- Range: Medium
- Duration: Instant
- Frequency: At-will

Effect:
You hammer a mind with raw psychic force.

- Single target; opposed by Resolve:
    - Failure: Standard damage as psychic pain and fragmentation.
    - Success: No damage, but distraction (narrative).
- Targets with no minds or highly alien minds may resist differently (GM call).

E3. Empathic Weave

- Type: Minor, Non-Cosmic
- Action: Major Action
- Range: Short, Small Burst or single target
- Duration: Moderate (scene)
- Frequency: At-will

Effect:
You sense and nudge emotions.

- You can read the general emotional state of targets within Short range without a roll.
- You can apply +10 to your social rolls to calm, comfort, or encourage targets whose emotions you align with.
- Opposed by Resolve for hostile emotional manipulation.

E4. Precognitive Flicker

- Type: Minor, Cosmic: Yes
- Action: Reaction
- Range: Self
- Duration: Instant
- Frequency: 1/scene

Effect:
You catch a flash of the immediate future.

- When you fail a roll, you may invoke this power to reroll and keep the better result.
- Alternatively, you can use it to force an opponent who just hit you to reroll the attack.

E5. Clairvoyance

- Type: Standard, Cosmic: Yes
- Action: Major Action
- Range: Extreme (across city/planet), possibly greater with GM approval
- Duration: Short (momentary view) to Moderate (scene)
- Frequency: At-will (but repeated long-range scans may attract attention)

Effect:
You see distant places as if present.

- Choose a known location or person; roll Clairvoyance:
    - On success, you gain sensory information (sight/hearing) from that place.
- You may be blocked by wards, Entropic zones, or other powers (opposed tests).

E6. Illusion Craft

- Type: Standard, Non-Cosmic
- Action: Major Action (create)
- Range: Medium, Small or Medium Burst
- Duration: Moderate (scene)
- Frequency: At-will

Effect:
You create believable sensory illusions.

- Illusions affect any number of creatures in the area; they resist with Focus or Resolve.
- On success, the illusion seems real until strong evidence contradicts it or the duration expires.
- You can create illusions of people, creatures, landscapes, sounds, etc.; no direct damage, but can cause enemies to act against phantoms.

E7. True Sight

- Type: Minor, Non-Cosmic
- Action: Minor Action (activate/deactivate)
- Range: Self
- Duration: Moderate (scene)
- Frequency: At-will

Effect:
You see through deception.

- While active, you gain +20 to Focus when detecting illusions, disguises, shapeshifts, or invisibility.
- Many illusions simply fail to fool you; treat them as transparent overlays.

E8. Memory Rewrite

- Type: Standard, Non-Cosmic
- Action: Major Action (touch or close proximity)
- Range: Touch or Short
- Duration: Permanent (until altered again)
- Frequency: 1/scene

Effect:
You alter, insert, or erase specific memories.

- Opposed by Resolve; strong-willed or psychic targets may resist.
- You can:
    - Remove memory of an encounter.
    - Change details (who was there, what was said).
- Overuse can cause noticeable gaps or mental instability in the target.

E9. Mind Fortress

- Type: Standard, Non-Cosmic
- Action: Passive
- Range: Self
- Duration: Permanent
- Frequency: Always on

Effect:
Your mind is heavily warded.

- Gain +20 to Resolve vs mental attacks, mind control, telepathic intrusion, and psychic damage.
- If a mental attack fails against you, the attacker may suffer a brief backlash (Minor damage or narrative disorientation).

E10. Dream Sovereign

- Type: Major, Cosmic: Yes
- Action: Major Action
- Range: Extreme (sleepers you can locate)
- Duration: Long (entire sleep)
- Frequency: 1/scene (affecting one target or a small group)

Effect:
You rule over dreams.

- You may enter or shape the dreams of a target:
    - Communicate, influence, or torment them.
- Changes to their psyche may persist after waking (GM may grant +10/-10 modifiers to attitudes or impose trauma).
- Entropic forces may also act through dreams; contests are psychic and highly narrative.

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7. TABLE F – SPACE, TIME & GRAVITY (1d10, Cosmic)

Note: These are primarily Tier 2+ powers, but can be gained later.

F1. Micro-Teleport

- Type: Standard, Cosmic: Yes
- Action: Move or Major Action
- Range: Short to Medium (up to 50 m)
- Duration: Instant
- Frequency: At-will (1/round for combat jumps)

Effect:
You blink from point to point.

- Teleport yourself (and light gear) up to Medium range.
- You may bypass obstacles and doors if you know what's behind or can see it indirectly.
- Gain +10 to defense (dodging) if used reactively to reposition.

F2. Spatial Distortion

- Type: Standard, Cosmic: Yes
- Action: Major Action
- Range: Short to Medium area
- Duration: Moderate (scene)
- Frequency: 1/scene

Effect:
You warp distances in a zone.

- Designate a Small or Medium Burst.
- Within it:
    - Some paths are shorter or longer than they appear.
    - Movement rolls suffer -10 for unfamiliar entrants.
- You and designated allies navigate without penalty.

F3. Gravity Well

- Type: Standard, Cosmic: Yes
- Action: Major Action
- Range: Medium, Small Burst

- Duration: Short to Moderate
- Frequency: 1/scene

Effect:
You increase gravity in a localized sphere.

- Creatures in the area must roll Might or Grace:
    - Failure: Knocked prone and pinned, -10 to actions and movement.
    - Success: Movement is halved, actions at -10 until they leave.
- Bullets and projectiles may curve; GM adjusts attack chances.

F4. Gravitic Null

- Type: Standard, Cosmic: Yes
- Action: Major Action
- Range: Medium, Small Burst
- Duration: Short to Moderate
- Frequency: 1/scene

Effect:
You reduce gravity almost to zero.

- Inside the area, everything becomes weightless.
- Movement changes to drifting, with Grace tests needed for controlled movement.
- Falling damage is negated; thrown or fired objects drift oddly.

F5. Time Dilation Field

- Type: Major, Cosmic: Yes
- Action: Major Action
- Range: Short, Small or Medium Burst
- Duration: Short (a few rounds)
- Frequency: 1/scene

Effect:
You slow or speed time in a bubble.

- Choose one:
    - Slow Field: Enemies inside act every other round, and suffer -10 to actions.

        - Haste Field: Allies inside gain +10 to actions and can take one extra Minor Action per round.
- Entropic interference can cause bizarre side effects (aging objects, skewing timelines).

F6. Temporal Echo

- Type: Standard, Cosmic: Yes
- Action: Major Action
- Range: Touch (for location)
- Duration: Short
- Frequency: 1/scene

Effect:
You replay a moment from the recent past.

- At a location you touch, you can view or project a ghostly replay of events from up to days or weeks ago (GM sets limit).
- Useful for investigation; illusions and mental cloaking may resist.

F7. Rewind Glimpse

- Type: Minor, Cosmic: Yes
- Action: Reaction
- Range: Self
- Duration: Instant
- Frequency: 1/scene

Effect:
You step back a few seconds to adjust an action.

- After seeing the result of a roll (yours or someone targeting you), you may force a redo:
    - Re-roll that single test and use the new result.
- Narrative explanation: you “rewind” the last few seconds for yourself.

F8. Event Horizon Mantle

- Type: Major, Cosmic: Yes, Unique
- Action: Major Action (activate/deactivate)
- Range: Self, Small Burst aura

- Duration: Short to Moderate
- Frequency: 1/session

Effect:
You cloak yourself in a crushing, devouring boundary.

- Incoming physical projectiles that cross the Mantle are destroyed.
- Melee attackers entering the aura take Standard or Major damage (GM based on circumstances).
- Using this power near fragile reality (Entropic zones, time rifts) can cause catastrophic fallout—GM playground.

F9. Anchor in Reality

- Type: Minor, Cosmic: Yes
- Action: Passive
- Range: Self
- Duration: Permanent
- Frequency: Always on

Effect:
You are hard to displace.

- Gain +20 to Resolve vs teleportation, banishment, forced time travel, or dimensional displacement.
- You may also extend this anchoring to a Small Burst around you with a Minor Action, allowing allies to benefit at +10.

F10. Orbit Shift

- Type: Major, Cosmic: Yes, Unique
- Action: Extended (hours/days, narrative)
- Range: Extreme (celestial-scale)
- Duration: Long to Permanent
- Frequency: GM-gated (plot-level)

Effect:
You subtly alter the paths of large objects.

- Over time, you can nudge asteroids, ships, or even small moons into new trajectories.
- Mechanically handled as major story effects rather than combat actions.

- Failure or meddling by Entropy can cause disastrous miscalculations.

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8. TABLE G – LIFE, DEATH & SPIRIT (1d10)

G1. Essence Sense

- Type: Minor, Cosmic: Yes
- Action: Minor Action (activate)
- Range: Medium to Long (depending on concentration)
- Duration: Moderate
- Frequency: At-will

Effect:
You feel the presence of living, immortal, and undead beings.

- You can distinguish:
    - Mortal life, Immortal essences, and Entropic entities.
- Gain +10 Focus to locate hidden souls or masked presences.

G2. Soul Mend

- Type: Standard, Cosmic: Yes
- Action: Major Action
- Range: Touch or Short
- Duration: Instant (healing) + Moderate (lingering stability)
- Frequency: 1/scene

Effect:
You repair spiritual and mental damage.

- Restore Standard healing to Cohesion, or remove one major psychic trauma effect (fear, curse, madness, etc.) on success.
- Some deep injuries may require multiple uses or special circumstances.

G3. Necrotic Touch

- Type: Standard, Non-Cosmic
- Action: Major Action (attack)

- Range: Touch
- Duration: Instant
- Frequency: At-will

Effect:
You inflict withering decay.

- Single target; on success, Standard damage and chilling, necrotic burn.
- Living beings resist with Resolve; undead or constructs might be affected differently (could be healed or harmed depending on type).

G4. Spirit Walk

- Type: Standard, Cosmic: Yes
- Action: Major Action (enter/exit)
- Range: Self
- Duration: Moderate (scene)
- Frequency: 1/scene

Effect:
Your consciousness leaves your body.

- Your body becomes inert and vulnerable (unless protected).
- As a spirit:
    - You are intangible to physical things.
    - You can see and interact with ghosts, spiritual entities, and some dream realms.
- You cannot directly damage physical Cohesion but can wield certain spiritual Powers normally.

G5. Deathspeaker

- Type: Minor, Non-Cosmic
- Action: Major Action
- Range: Short
- Duration: Moderate (conversation)
- Frequency: At-will

Effect:
You converse with the dead.

- You may speak with ghosts, echoes, or lingering impressions at a location.
- They may not know everything; their knowledge is limited to what they knew in life and what they've witnessed in death.

G6. Life Bloom

- Type: Standard, Non-Cosmic
- Action: Major Action
- Range: Touch or Short, Small Burst for flora/fauna
- Duration: Instant (healing) / Long (regrowth)
- Frequency: 1/scene

Effect:
You encourage life to surge.

- Restore Standard healing to a living target's Cohesion.
- In nature, you can regrow plants, heal animals, and revive dying greenery in a Small Burst.

G7. Reaping Scythe

- Type: Major, Cosmic: Yes, Unique
- Action: Major Action (attack)
- Range: Short (melee reach)
- Duration: Instant
- Frequency: 1/scene

Effect:
Manifest a weapon that cuts both flesh and spirit.

- Single target; opposed by Resolve or Grace:
    - Failure: Major damage and may force a Quietus check if target is already badly weakened.
    - Success: Standard damage.
- Against mortals, it can outright sever soul from body if the GM deems it dramatically appropriate.

G8. Soul Chain

- Type: Standard, Unique

- Action: Major Action
- Range: Short
- Duration: Moderate to Long
- Frequency: 1/scene

Effect:
You bind a target's essence.

- On a successful opposed roll vs Resolve, you "chain" their soul:
    - They cannot teleport, phase, or reform away from the area.
    - If they "die," their essence is trapped near you or in a focus object you hold.
- Entropic or Elder-level beings can resist or break this with difficulty.

G9. Grave Beacon

- Type: Minor, Unique
- Action: Major Action (place)
- Range: Touch
- Duration: Long to Permanent
- Frequency: 1/scene

Effect:
You mark a location as your anchor.

- You establish a Beacon: when destroyed, you preferentially reform here and usually faster (GM: one step faster on the reforming timescale).
- If an Entropic enemy finds and corrupts the Beacon, it may be used against you.

G10. Entropy's Kiss

- Type: Major, Cosmic: Yes, Entropy-Aligned, Unique
- Action: Major Action (attack)
- Range: Touch or Short
- Duration: Instant
- Frequency: 1/scene

Effect:
You inflict pure Entropic unmaking.

- Single target; opposed by Resolve:
    - Failure: Major damage and target must make a Quietus check if reduced to 0 Cohesion.
    - Success: Standard damage.
- Using this power marks you; non-Entropic Elders will recognize its signature and react accordingly.

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9. TABLE H – CREATION, REALITY & PROBABILITY (1d10)

H1. Probability Twist

- Type: Standard, Cosmic: Yes
- Action: Reaction
- Range: Short (for target)
- Duration: Instant
- Frequency: 1/round

Effect:
You nudge the odds.

- You may cause any one roll made within Short range (including your own) to effectively shift by ±10 before the result is finalized.
- You must declare after seeing the roll but before consequences are resolved.

H2. Concept Forge

- Type: Major, Cosmic: Yes, Unique
- Action: Extended (minutes/hours)
- Range: Touch (for focus)
- Duration: Long (until narrative end point)
- Frequency: GM-limited

Effect:
You manifest abstract concepts as tangible runes or artifacts.

- Examples: a “Contract of Peace,” a “Law of Sanctuary,” a “Seal of Silence.”
- While active, these constructs enforce their concept within a limited scope (region, group) with mechanical bonuses/penalties (e.g., -20 to violence attempts in a sanctified zone).

- Breaking or violating them often has psychic or metaphysical backlash.

H3. Pocket Realm

- Type: Major, Cosmic: Yes
- Action: Extended (hours/days)
- Range: Self / chosen entry point
- Duration: Long to Permanent
- Frequency: GM-limited

Effect:
You create or claim a small personal dimension.

- Size might range from a room to a small landscape.
- You control basic environmental conditions inside.
- Mechanically, it's a secure base, prison, or laboratory; entering/exiting typically requires your permission or specialized means.

H4. Narrative Echo

- Type: Standard, Unique
- Action: Major Action
- Range: Self
- Duration: Short (one scene)
- Frequency: 1/scene

Effect:
You reenact a famous or archetypal feat from myth.

- Declare which kind of mythic action you echo ("slay the dragon," "hold the bridge," etc.).
- Gain +20 to a single roll directly tied to that echo, and narrative justification for improbable success.
- GM ensures that consequences fit the legend's spirit.

H5. Reality Stitch

- Type: Standard, Cosmic: Yes
- Action: Major Action

- Range: Touch or Short
- Duration: Long (stabilized)
- Frequency: 1/scene

Effect:
You repair holes, rifts, or anomalies in reality.

- You can:
    - Close small planar tears.
    - Stabilize time anomalies.
    - Patch Entropic scars temporarily or permanently (if sufficient power).
- Opposed by strong Entropic forces if they're active in the area.

H6. Manifest Construct

- Type: Standard, Non-Cosmic
- Action: Major Action
- Range: Short
- Duration: Moderate (scene)
- Frequency: At-will (limited number at once)

Effect:
You create semi-autonomous constructs: golems, drones, animated objects.

- Each construct has modest stats (T1-level minion); they act on your initiative or as the GM decides.
- You can maintain a small group (3–5) at once without penalties; beyond that, you suffer -10 to actions as your attention is split.

H7. Scripted Fate

- Type: Standard, Cosmic: Yes
- Action: Major Action (declare)
- Range: Self / scene
- Duration: Moderate (scene / short arc)
- Frequency: 1/session

Effect:
You declare that a small but important event must occur.

- Example: “The door will be unlocked when we get there,” or “Someone will betray the enemy leader.”
- The GM works to make this true within plausible narrative constraints.
- Mechanically, provide strong situational bonuses when the Scripted Fate comes into play.

H8. Conceptual Invisibility

- Type: Minor, Unique
- Action: Minor Action (activate/deactivate)
- Range: Self
- Duration: Moderate (scene)
- Frequency: 1/scene

Effect:
People’s minds slide off you.

- You are not *visually* invisible, but observers:
    - Forget details about you.
    - Ignore you unless you directly interact loudly or violently.
- Perception tests to actively notice or remember you are at -20.

H9. Echo of Creation

- Type: Major, Unique
- Action: Extended (minutes)
- Range: Short to Medium
- Duration: Long but impermanent
- Frequency: 1/session

Effect:
You bring forth a temporary, ornate creation.

- It can be:
    - A building.
    - A lush garden.
    - A fully furnished hall.
- It functions as real for the duration, then fades, sometimes leaving faint remnants (GM call).

H10. Unwritten Law

- Type: Major, Unique
- Action: Major Action
- Range: Medium, Small or Medium Burst
- Duration: Short to Moderate
- Frequency: 1/session

Effect:
You suspend a specific mundane law in an area.

- Examples:
    - Gravity no longer applies.
    - Language barriers vanish (everyone understands each other).
    - Weapons cannot be fired.
- The effect holds for the duration, then reality reasserts itself—possibly violently if the law was fundamental.

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10. TABLE I – INFLUENCE, BINDING & OATHS (1d10)

I1. Soul Oath

- Type: Standard, Unique
- Action: Major Action (ritual)
- Range: Touch / Short (circle)
- Duration: Long to Permanent
- Frequency: 1/scene (practically rare)

Effect:
You forge magically binding oaths.

- Participants willingly agree to terms.
- Breaking the oath triggers:
    - Resolve tests at -20.
    - Psychic pain, bad luck, or cosmic backlash (GM's choice).

- Oaths may grant small mechanical bonuses when upheld (e.g., +10 to rolls in service of the sworn cause).

I2. Compelling Voice

- Type: Standard, Non-Cosmic
- Action: Major Action
- Range: Short to Medium (voice reach)
- Duration: Short (immediate action)
- Frequency: At-will

Effect:
Your commands land with unnatural weight.

- Issue a clear, simple command (“Drop it,” “Stop,” “Run.”).
- Target resists with Resolve; on failure, they must attempt to obey within reason.
- Doesn’t override deep convictions or cause self-harm unless the GM allows in extreme cases.

I3. Geas Brand

- Type: Standard, Unique
- Action: Major Action (mark)
- Range: Touch
- Duration: Long to Permanent
- Frequency: 1/scene

Effect:
You place a compulsion mark on someone.

- Opposed by Resolve; on failure:
    - The target is compelled to fulfill a particular quest or avoid a particular act.
- Violations cause severe pain and Minor damage, escalating if repeated.
- Breaking the Geas entirely may require powerful intervention.

I4. Subjugation Aura

- Type: Major, Non-Cosmic
- Action: Minor Action (activate/deactivate)

- Range: Self, Small Burst
- Duration: Moderate (scene)
- Frequency: 1/scene

Effect:
You radiate oppressive dominance.

- Lesser beings (mortals, low-tier creatures) in the aura must roll Resolve:
    - Failure: They are cowed, suffering -10 to actions and reluctance to oppose you.
- Stronger beings resist more easily; Elders and high-Tier Immortals may shrug it off.

I5. Emotional Catalyst

- Type: Minor, Non-Cosmic
- Action: Major Action
- Range: Short, Small Burst
- Duration: Moderate (scene)
- Frequency: At-will

Effect:
You amplify a chosen emotion.

- Choose one emotion: fear, joy, anger, love, etc.
- Targets resist with Resolve; on failure, they feel that emotion more intensely and may act accordingly.
- Gain +10 to social rolls that align with the amplified emotion.

I6. Commanding Presence

- Type: Minor, Non-Cosmic
- Action: Passive
- Range: Self
- Duration: Permanent
- Frequency: Always on

Effect:
You naturally project authority.

- Gain +10 to Presence in leadership, formal negotiations, or when giving orders.

- Even strangers often give you the benefit of the doubt initially.

I7. Chain of Command

- Type: Standard, Non-Cosmic
- Action: Major Action (issue directive)
- Range: Medium (directly) or via established hierarchy
- Duration: Moderate to Long
- Frequency: At-will

Effect:
You extend influence through organizational structures.

- When commanding someone who is part of a hierarchy you legitimately influence (military unit, corporation, cult), your orders ripple through:
    - Subordinates are more likely to obey; they gain +10 to rolls when acting in line with your directive.
- Disobedience can cause organizational friction (GM fun).

I8. Concord of Peace

- Type: Standard, Unique
- Action: Major Action (declaration)
- Range: Medium, Small or Medium Burst
- Duration: Moderate (scene)
- Frequency: 1/scene

Effect:
You declare an enforced truce zone.

- Violence within the area is suppressed:
    - Those attempting violence must pass a Resolve test at -10 to act.
- The Concord can be broken by sufficiently powerful entities, but doing so often carries narrative or metaphysical consequences.

I9. Unbreakable Pact

- Type: Major, Unique

- Action: Extended (ritual)
- Range: Short
- Duration: Long to Permanent
- Frequency: GM-limited

Effect:
You forge a high-stakes cosmic treaty.

- Breaking the Pact invokes:
    - Severe backlash (Major damage, curses, social ruin).
    - Sometimes Entropic attention (if the Pact was stabilizing reality).
- Usually used for alliances between powerful Immortals, factions, or Elders.

I10. Call to Muster

- Type: Standard, Non-Cosmic
- Action: Major Action
- Range: Extreme (across city/planet, to known allies)
- Duration: Instant (signal), Long (mobilization)
- Frequency: 1/scene

Effect:
You send a metaphysical rallying call.

- Allies who recognize you feel a pull to gather:
    - Gain +10 to resolve travel obstacles and arrive faster than normal.
- The “call” can be subtle or overwhelming; ignoring it may require a Resolve test at -10.

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11. TABLE J – SIGNATURE WEIRD & UNIQUE POWERS (1d10)

These are especially rare, often Elder-tier or major plot elements.

J1. Stellar Nursery Breath

- Type: Major, Cosmic: Yes, Unique
- Action: Extended (massive effect)
- Range: Medium (spatial region)

- Duration: Very Long (ages)
- Frequency: GM-level plot power

Effect:
You exhale nebular matter that can seed stars or worlds over astronomical timescales.

- Mostly narrative; may justify:
    - New solar systems.
    - Slow regeneration of Entropy-ravaged regions.
- Not a combat power; it's about cosmic-scale creation.

J2. Chronophage Echo

- Type: Standard, Cosmic: Yes, Unique
- Action: Major Action
- Range: Short
- Duration: Instant
- Frequency: 1/scene

Effect:
You consume snippets of lost time to empower yourself.

- You may:
    - Restore Standard healing to your Cohesion, or
    - Gain +20 to one roll this round.
- Narrative cost: somewhere, something "loses" a few seconds/minutes of history—time skips, glitches, or missing footage.

J3. Ink of Reality

- Type: Standard, Unique
- Action: Major Action (inscribe)
- Range: Touch
- Duration: Moderate to Long
- Frequency: 1/scene

Effect:
You write short "edits" on reality.

- Example edits:
    - “This door is unlocked.”
    - “This gun is empty.”
    - “No one will remember this meeting.”
- Opposed by the strength of local reality and Entropic/other Immortal interference.
- Mechanically, grant automatic or high bonuses to making that statement temporarily true.

J4. Eclipse Shroud

- Type: Standard, Cosmic: Yes
- Action: Major Action
- Range: Medium, Medium Burst
- Duration: Moderate (scene)
- Frequency: 1/scene

Effect:
You cloak an area in eclipse-like gloom.

- Light dims; powers of lesser beings may suffer -10 to -20, at GM discretion.
- Stealth is easier for you and your allies (+10 Focus for hiding).

J5. Shard of the First Light

- Type: Major, Cosmic: Yes, Unique
- Action: Major Action (attack or reveal)
- Range: Medium
- Duration: Instant (blast) / Short (revelation)
- Frequency: 1/session

Effect:
You unleash a primordial beam that reveals true natures.

- Against a target:
    - Deal Major damage and strip away illusions, disguises, and non-Elder shapeshifts.
- Used on an area, it can expose hidden structures or beings (GM-limited).

J6. Silent Symphony

- Type: Minor, Unique
- Action: Moderate (background effect)
- Range: Medium
- Duration: Moderate (scene)
- Frequency: 1/scene

Effect:
You subtly orchestrate events with inaudible harmonics.

- You can nudge NPC interactions, crowd behavior, and small coincidences to favor a desired “tone” (calm, tense, celebratory).
- Mechanically, allies within the area gain +10 to social rolls aligned with the chosen tone; enemies may suffer -10.

J7. Archive of Selves

- Type: Standard, Unique
- Action: Major Action (access)
- Range: Self
- Duration: Short (flash)
- Frequency: 1/scene

Effect:
You access alternate versions of yourself.

- Once per scene, you may:
    - Borrow a skill or knowledge you don’t normally have (treat as having an Attribute at 70 for one specific test), or
    - Temporarily access a different temperament (justify bold or strange actions).
- Memories may linger confusingly afterward.

J8. Map of All Roads

- Type: Standard, Cosmic: Yes, Unique
- Action: Major Action
- Range: Self

- Duration: Short to Moderate
- Frequency: 1/scene

Effect:
You perceive the “graph” of paths between places.

- Gain insight into:
    - Physical routes.
    - Magical gateways.
    - Dimensional shortcuts.
- Mechanically, +20 to navigation and Traveler Power rolls for the current journey, and potential knowledge of new hidden routes.

J9. Entropy Edit

- Type: Major, Cosmic: Yes, Entropy-Aligned, Unique
- Action: Major Action
- Range: Short
- Duration: Permanent (usually)
- Frequency: 1/session, GM-controlled

Effect:
You delete a small thing from existence.

- Could be:
    - A single object.
    - A minor NPC.
    - A specific memory in a group of people.
- The universe shivers; reality “fills in” excuses or gaps.
- Overuse risks major Entropic backlash and story-level consequences.

J10. Witness of the First Dawn

- Type: Major, Cosmic: Yes, Unique
- Action: Major Action (meditative)
- Range: Self
- Duration: Short (vision)

- Frequency: 1/session

Effect:
You tap into primordial memories of the universe.

- You glimpse the earliest eras of reality; from this, you gain:
    - Answers to deep cosmological questions (GM reveals truths or clues).
    - Temporary bonuses (+20) to relevant Intellect or Focus tests tied to cosmic history.
- Side effect: possible mental overload, visions, or personality shifts.

CHAPTER SIX: CHARACTER GROWTH & ADVANCEMENT

You don't level up.
You grow, slowly and painfully, across centuries.

Mechanically, growth in Immortal is about:

- **Increasing Attribute and Power ratings.**
- **Gaining new Powers.**
- **Evolving into higher Tiers when you've mastered enough of what you can do.**
- **Possibly awakening as a Traveler, opening paths between worlds and dimensions.**

We'll go through:

Difficulty Modifiers (how they apply to Powers & Attributes)

Growth Points: how you advance

Raising Attributes

Raising Powers

Gaining New Powers

Traveler Status & Growth

Tier Advancement (1 → 2 → 3 → 4)

Cohesion & Tier-based Bonuses

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1. Growth Points (GP): Your Advancement Currency

Immortals don't gain XP by "killing monsters" so much as by living, choosing, and changing.

The game's advancement currency is called Growth Points (GP).

1.1 Earning Growth Points

The GM awards GP at the end of sessions or story arcs for:

- **Significant actions & choices**
    - **Major plot goals achieved.**
    - **Big sacrifices or risks.**
    - **Dramatic scenes where your immortal nature *matters*.**
- **Character-driven play**
    - **Playing to your Archetype traits.**

        - Following through on your Background.
        - Confronting Entropy, your past, or your responsibilities.
    - Campaign milestones
        - Defeating major Entropic agents.
        - Saving or losing a city/world.
        - Making or breaking cosmic pacts.

Typical pacing (adjustable):

- Per session: 2–5 GP.
- Per big arc: bonus 3–10 GP.

GP awards are based on the GM's assessment of gameplay.

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2. Raising Attributes

Attributes (Might, Grace, Resolve, Intellect, Presence, Focus) are percent-based, 1–100.

2.1 Attribute Raise Costs

Raise in +5 increments:

- From 30–80:
    - Cost: 3 GP per +5.
- From 81–100 (if allowed by your GM):
    - Cost: 6 GP per +5 (pushing into the very high ranges).

GMs may cap starting campaigns at 80 pre-Tier-2, then allow up to 100 later.

> Example:
> Resolve 60 → 65 costs 3 GP.
> 65 → 70 costs another 3 GP.
> Later, 80 → 85 costs 6 GP.

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3. Raising Powers

Each Power has its own rating (40+3d10 at start, typically).
Raising a Power makes it more reliable—and eventually pushes it toward 100%, which is how you climb Tiers.

3.1 Power Raise Costs

Also in +5 increments:

- From starting rating up to 80:
    - Cost: 2 GP per +5.
- From 81–100:
    - Cost: 4 GP per +5 (mastery).

Example:
Solar Lance 55 → 60: 2 GP.
60 → 65: 2 GP.
95 → 100: 4 GP (and this might be one of your five Tier-triggering powers).

3.2 Tier Trigger: Five Powers at 100%

When any five Powers reach 100%:

- You are ready to advance one Tier.
- You can't "skip" this; it happens when narrative timing suits the GM, but mechanically, you've crossed the threshold.

After the Tier increase, those maxed Powers will be halved, but they define how you cross into the next scale of existence.

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4. Gaining New Powers

You can also spend GP to acquire new Powers beyond those you start with or receive at Tier-up.

4.1 Basic New Power Cost

- Cost: 8 GP for a new Power from any Tier-appropriate table.
- At Tier 1, you may buy from Tables A–E (with GM option to allow A–G in special cases).
- At Tier 2, you may buy from Tables A–G.
- At Tier 3, you may buy from Tables A–I.
- At Tier 4, you may buy from Tables A–J.

New Power rating when purchased:

Power Rating = 40 + 3d10 (same as starting Powers).

Optionally, a GM can allow a "weaker buy-in" at 40 flat if they don't want want to restrict the initial Rating.

4.2 Broad vs Focused

- A character with many Powers is versatile but may have lower ratings.
- A character with fewer, high-rating Powers is very reliable and pushes Tiers more quickly.

There is no hard limit by default, but GMs can set a soft cap (e.g., 10–12 Powers) and require special narrative justification beyond that.

5. Traveler Status & Growth

Some Immortals are Travelers: beings whose essence resonates with the paths between places.

Traveler ability is separate from the Core Powers.

5.1 Traveler Status at Character Creation

After you choose your starting Powers:

1. Count the number of Cosmic-tagged Powers you possess.
2. Calculate your Traveler Chance:

   Traveler Chance (%) = 10 + (5 × number of Cosmic powers)
   (GM may cap this around 40–50%.)

3. Roll 1d100:

- If the result is ≤ Traveler Chance, you are a Traveler.
- If not, you are non-Traveler by default (you may still unlock it later, see below).

5.2 The Traveler Gift

If you are a Traveler:

- You gain a separate ability: Traveler Gift (rated like a Power).

Initial rating:

Traveler Gift = 40 + 3d10

This rating is rolled for opening gates, stabilizing portals, etc.

5.3 Traveler Levels (1–6)

Traveler capability is broken into 6 levels, reflecting range:

1. Level 1 – Planetary: Gates anywhere on a single world.
2. Level 2 – System: Anywhere within the same solar system.
3. Level 3 – Local Galactic: Nearby star systems, same galactic region.
4. Level 4 – Distant Galactic: Far-flung regions of the same galaxy / neighboring galaxies.
5. Level 5 – Extragalactic: Between different galaxies.
6. Level 6 – Interdimensional: Between planes/dimensions and alternate realities.

At character creation, new Travelers start at Level 1.

5.4 Raising Traveler Level

- Treat Traveler Level like a “Tier within a Gift”.
- You may spend 10 GP and meet significant story requirements (GM call) to raise your Traveler level by 1, up to Level 6.
- Each upgrade might require:
    - Intensive experimentation.
    - Exposure to cosmic or dimensional phenomena.
    - Training with an elder Traveler.

Traveler Gift rating itself (the 1d100 chance Rating) can also be raised like a Power: 2 GP per +5 up to 80, 4 GP per +5 to 100.

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6. Tier Advancement: 1 → 2 → 3 → 4

Tiers are macro-advances in your existence. They change your Archetype traits, your Cohesion, and your Power spread.

6.1 Universal Rule: Halving Powers on Tier-Up

Every time you rise a Tier:

> All your Power ratings are halved (round up).

So:

- A Power at 100% becomes 50%.
- 80 → 40, 79 → 40, 38 → 19, etc.

This represents your scope of existence expanding. Relative to your new scale, even your old masteries are “less absolute” again.

Important Consequences

- Your five 100% Powers that triggered the Tier rise are not lost—they are now potent but not guaranteed at the new scale.
- You will again want to push Powers toward 100% to reach the next Tier.
- You can choose whether to focus the same Powers or new ones as your signature.

6.2 From Tier 1 (Awakened) to Tier 2 (Ascendant)

Trigger: You have five Powers at 100%.

When you ascend from Tier 1 to Tier 2, apply in order:

1. Halve all Power ratings, rounding up.

2. Cohesion Bonus:
    - Gain +5 Cohesion flat, plus
    - +1 Cohesion for each Physical Mastery & Movement Power you currently possess (powers from Table 1).
3. New Tier 2 Traits:
    - Your Archetype Line's Tier 2 version replaces your Tier 1 traits (or adds, depending how you want to track it).
4. New Powers:
    - You gain 2 new Powers.
    - For each new Power, roll 1d10 on the following table to determine which Power Table is to be used:

Tier 2 New Power Table

1d10 Roll	Power Table
1	A
2-3	B
4-5	C
6-7	D
8	E
9	F
10	G

So at Tier 2, random gains come from Tables A–G, biased toward lower tables.

> Choice Option at Tier 2:
> Instead of rolling for 2 random Powers, you may give up both random rolls to choose 1 Power from Tables 1–8.

This encourages a mix of randomness and targeted build.

6.3 From Tier 2 (Ascendant) to Tier 3 (Radiant)

Again, five Powers at 100% (post-Tier-2) triggers the next rise.

Apply in order:

1. Halve all Power ratings (round up).
2. Cohesion Bonus:
    - Gain another +5 Cohesion, plus

- +1 Cohesion per Physical Mastery & Movement Power (Table 1) you possess.
- (This stacks with your previous Tier 2 bonus.)

3. New Tier 3 Traits:
    - Your Archetype Line's Tier 3 traits now define your role.
4. New Powers:
    - Gain 3 new Powers.
    - For each, roll on the table below to determine which Power Table to roll on:

Tier 3 New Power Table

1d10 Roll	Power Table
1	A
2	B
3	C
4	D
5-6	E
7	F
8	G
9	H
10	I

So Tier 3 random gains come from Tables A–I.

> Choice Option at Tier 3:
> You may give up two of these three random new Powers to instead choose 1 Power from Tables 1–9 (you still get one randomly-determined new Power.)

6.4 From Tier 3 (Radiant) to Tier 4 (Elder)

Again, five Powers at 100% (post-Tier-3 numbers) triggers Elderhood.

Apply in order:

1. Halve all Power ratings (round up).
2. Cohesion Bonus:
    - Gain another +5 Cohesion, plus
    - +1 Cohesion per Physical Mastery & Movement Power (Table 1) you possess (stacking again).

3. New Tier 4 Traits:
    - You now operate with your Archetype Line's Elder-level traits.
4. New Powers:
    - Gain 4 new Powers.
    - For each, roll 1d10 and consult the table below to determine which Power Table to roll on:

Tier 3 New Power Table

1d10 Roll	Power Table
1	A
2	B
3	C
4	D
5	E
6	F
7	G
8	H
9	I
10	J

Choice Options at Tier 4:

- You may give up 2 of the 4 random new Powers to choose 1 Power from any Table (A–J).
- Or, you may give up all 4 random Powers to choose 2 Powers from any Tables (A–J).

This allows Elder PCs to sculpt very specific signature builds, at the cost of randomness and variety.

---

7. Cohesion & Durability Across Tiers

Recall:

Base Cohesion = 10 + (Resolve ÷ 10) (round down)

At each Tier-up:

- You add the Tier-based Cohesion bonuses:
    - Tier 2: +5, +1 per Table 1 Power.
    - Tier 3: +5, +1 per Table 1 Power.
    - Tier 4: +5, +1 per Table 1 Power.

These stack.

> Example:
> An Immortal with Resolve 70 (base Cohesion = 10 + 7 = 17) and 3 Table 1 Powers moves from Tier 1 to Tier 4:
>
> - At Tier 2: +5 + (3×1) = +8 → total 25.
> - At Tier 3: another +5 +3 = +8 → total 33.
> - At Tier 4: another +5 +3 = +8 → total 41.
>
> They are now extremely hard to destroy in any conventional fight.

Physically focused Immortals become noticeably tougher at high Tiers, while more "mental" or "cosmic" builds may remain slightly less robust but more bizarre in capabilities.

7.1 Resetting the "Five Powers at 100%" Condition

Each time you gain a Tier:

- You halve all Powers.
- The count of "how many Powers are at 100%" effectively resets.
- You must again work toward having five Powers at 100% at your new scale to rise further.

This ensures that each Tier is a long phase of play, not something you snap through in a handful of sessions.

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8. Putting It Together in Play

In practice, character growth works like this:

1. Earn GP through sessions and arcs.
2. Spend GP to:
    - Raise Attributes.
    - Raise Power Ratings.
    - Buy new Powers (Tier-appropriate tables only).
    - Improve Traveler Gift rating or Traveler Level.
3. Once you have five Powers at 100%, you are on the cusp of the next Tier.
4. When the story supports it, you:
    - Advance a Tier.
    - Halve all Power Ratings.
    - Gain Cohesion bonuses.

- Upgrade to higher Archetype Traits.
- Gain random (or partially chosen) new Powers from broader tables.

5. Repeat across centuries, worlds, and dimensions until you reach Elder… or Quietus.

CHAPTER SEVEN: COMBAT & CONFLICT

Immortals are very hard to kill.
That doesn't mean they're safe in a fight.

This chapter gives you:

The basic turn structure and actions

How to roll attacks and defenses

Damage, Cohesion, and being taken out

Immortality, Reforming, and Quietus (True Death)

Environmental & hazard damage

Tables for mundane weapons, accidents, falls, animals, and elemental effects

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1. Time, Rounds & Actions

1.1 Rounds & Scenes

- One round ≈ 3 seconds of in-world time.
- A scene is a single connected conflict or situation: a fight, a chase, a tense negotiation, etc.

1.2 Actions per Round

On your turn, you normally get:

- 1 Major Action – big things:
    - Attacks with Powers or weapons
    - Using a significant Power
    - Full-defense maneuvers
    - Sprint-level movement
- 1 Minor Action – small things:
    - A short move
    - Activating or deactivating some Powers
    - Drawing a weapon, opening a door, quick interaction

  Movement Ranges:
    - As a default, you may move up to Short range (~10 m) as part of your turn via Minor Action.

        - A full sprint (Major Action) lets you move up to Medium range (~30 m) in relatively open terrain.
- Reactions (1/round) – things you do off your turn:
    - Certain defensive Powers (Kinetic Redirection, Phase Shift, etc.)
    - Immediate responses to triggers (Precognitive Flicker, Probability Twist)

Some Powers specify "1/round" or "1/scene" use; these limits override the generic ones.

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2. Initiative & Order

At the start of combat:

1. Each character rolls 1d100 vs an Initiative rating.
    - Default: Grace or Focus (player's choice), with situational modifiers.
2. Successes act before failures.
    - Among successes, higher Margin of Success (MoS) goes first.
    - Among failures, lowest Margin of Failure goes first. Subtract your Grace stat from your dice roll. The difference is your Margin of Failure.
3. On ties, the GM decides based on fiction or re-rolls.

GM's can optionally group NPCs with similar roles to keep things fast.

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3. Making Rolls: Attributes, Powers & Difficulty

Standard global rules for Attributes and Powers:

- You roll 1d100 vs:
    - An Attribute (Might, Grace, Resolve, Intellect, Presence, Focus), or
    - A Power Rating.
- Modifiers apply to the Rating, not the roll:
    - A Power 60 with +10 becomes effective 70 for that roll.
- 1–5 on the die: automatic success.
- 95–100: automatic failure.

3.1 Difficulty Modifiers

Use the same difficulty modifiers for both Attributes and Powers:

Difficulty	Modifier to Rating
Trivial	+40
Easy	+20
Routine	+10
Standard	+0
Hard	-10
Very Hard	-20
Nearly Impossible	-30

---

4. Attacks, Defenses & Opposed Tests

4.1 Simple Attack (Unopposed)

For many attacks (especially mundane ones):

1. Attacker rolls 1d100 vs:
    - Might (melee)
    - Grace (finesse/aimed strike)
    - A relevant Power rating (e.g., Solar Lance, Pyrokinesis)
2. If the roll succeeds → attack hits.
3. If it fails → attack misses or glances off.

Defenders still benefit from cover, range, armor, etc., which change the attacker's difficulty.

4.2 Active Defense

A defender may spend their Reaction to actively defend:

- Grace – dodge, dive for cover.
- Might – block or parry.
- Resolve – stand firm vs mental or spiritual effects.

4.21 Opposed Test Procedure

When a Player or NPC has their one Reaction available for a combat round and opts to use it as their active defense:

1. Attacker rolls vs their Power/Attribute.
2. Defender rolls vs their relevant Attribute (or Power).
3. Compare:
    - If attacker succeeds, defender fails → full effect.

- If both succeed → compare MoS (rating – roll); higher MoS wins.
- If attacker fails, defender succeeds → no effect.
- If both fail → usually no effect, or a reduced result (GM call).

When a Power entry says "opposed by Resolve" or similar, it means use this same procedure.

4.3 Enemies & NPCs Defense Guidelines

To keep combat fast:

- Minions / mooks / basic creatures
    - No Active Defense.
    - Their "defense" is already baked into attack difficulty.
    - One solid hit usually drops them or seriously weakens them.
- Standard foes
    - *Optional* Active Defense:
        - You can give them 1 Reaction per round if you want them a bit tougher.
        - Or only let them defensively react to particularly big attacks (e.g., obvious Major Power use).
- Elites & Bosses
    - Get Active Defense just like PCs.
    - Typically 1 Reaction per round:
        - Dodge with Grace
        - Block with a Power (Kinetic Shield, Phase Shift, etc.) or Might
        - Or use a special defensive effect (teleport, shield flare, etc.)

This keeps bookkeeping light, but still lets important NPCs feel *smart* and dangerous. If an NPC has a defensive power written as a Reaction (Kinetic Shield, Phase Shift, Temporal Flicker, etc.), treat it exactly as you would for a PC:

- 1 use per round,
- Consumes their Reaction,
- May also have per-scene limits if noted.

Example:

- An Entropic Nemesis with Phase Shift 70 (Reaction) can:
    - 1/round, roll vs 70 to "ghost" out and avoid a big hit.

5. Damage, Cohesion & Being Taken Out

5.1 Cohesion

Cohesion is your essence integrity:

> Cohesion = 10 + (Resolve ÷ 10) (round down),
> plus Tier bonuses (see Advancement & Growth).

When damage reduces Cohesion to 0, your current body is destroyed.

5.2 Damage Degrees (Recap)

Most damaging Powers use one of three degrees:

- Minor Damage / Healing:
  - Base: 1 Cohesion
  - If MoS ≥ 40: +1 (total 2)
- Standard Damage / Healing:
  - Base: 2 Cohesion
  - MoS ≥ 30: +1 (3 total)
  - MoS ≥ 60: +1 more (4 total)
- Major Damage / Healing:
  - Base: 4 Cohesion
  - MoS ≥ 30: +1 (5 total)
  - MoS ≥ 60: +1 more (6 total)

5.3 Wounds & Consequences

Immortals don't fall over from a single bullet. However, as Cohesion drops:

- At 75% or more: You're fully functional; wounds are cosmetic.
- At 50–74%: You're visibly damaged; GM can impose -10 to some physical or mental actions in harsh conditions.
- At 25–49%: You're badly injured; -10 to most strenuous physical actions.
- At 1–24%: You're on the edge; -20 to physical tests; some Powers may risk self-harm or burnout.
- At 0: Body destroyed → see Reforming.

These penalties are guidelines; adjust as needed for tone.

6. Immortality, Reforming & Quietus

6.1 Ordinary "Death" – Hitting 0 Cohesion

When an Immortal's Cohesion drops to 0 or less:

1. They're immediately taken out of the scene:
    - Body collapses, disintegrates, explodes, dissolves, etc.
    - The exact description depends on damage type and character style.
2. No more actions; they're removed from combat, conflict, and immediate play.

Later, their essence reforms a new body.

6.2 Reforming Time by Tier

Default guideline (unless Entropic interference, special Powers, or plot change it):

- Tier 1 – Awakened: Reforms in months.
- Tier 2 – Ascendant: Weeks.
- Tier 3 – Radiant: Days.
- Tier 4 – Elder: Hours, possibly less.

GMs can tune this for campaign pacing:

- "Fast" mode: tiers shift each step down (Days → Hours → Minutes).
- "Mythic" mode: even Elders may take weeks.

If you want mechanics:

> Base Reform Time (Tier) × (1d10 / 5) T1:months/T2:weeks/T3:days/T4:hours
> (So there's mild random variation.)

6.3 Factors That Modify Reforming

The GM can adjust timing based on:

- Where you're killed:
    - Dying in strong Entropic zones can double or triple reform time.
    - Dying near a Grave Beacon or personal anchor (G9, etc.) can halve reform time.
- What killed you:
    - Being destroyed by certain Entropic or "Reaping" Powers might slow or even block reforming unless countered.
- Tier powers, rituals, or allies:

- Soul Mend, Life Bloom, Reality Stitch, and similar Powers may shorten downtime with appropriate narratives.

6.4 Quietus: True Death Check

Quietus = final, permanent death of an Immortal.

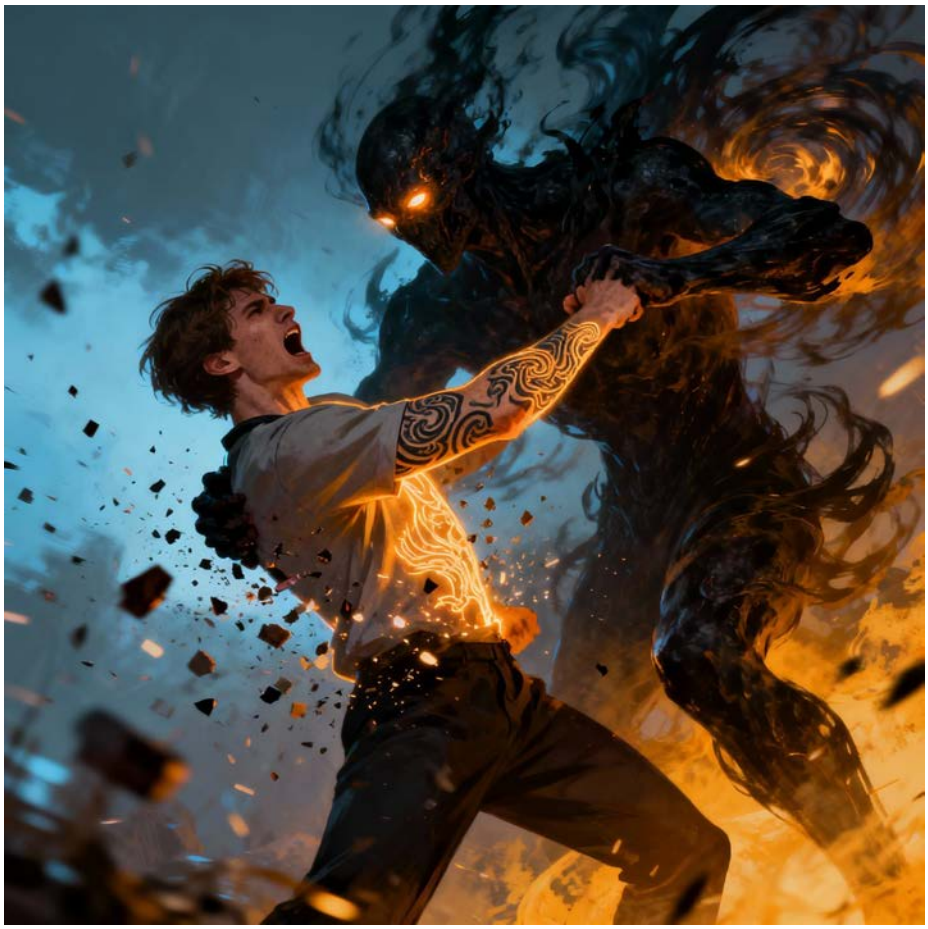
You only face Quietus when:

- A Power or effect explicitly says it can cause Quietus (Reaping Scythe, Entropy's Kiss, certain artifacts).
- Your essence is soul-bound and consumed (Soul Chain + Entropy).
- You willingly sacrifice your essence to fuel some massive act (GM-approved).

When a Quietus-capable effect hits an Immortal at 0 Cohesion (or as specified):

1. The Immortal rolls 1d100 vs Resolve (or vs a specific Quietus resistance bonus if you add one later).
2. Apply difficulty mods:
    - Simple Entropic attacks: Hard (-10)
    - Dedicated Quietus effects: Very Hard (-20) or Nearly Impossible (-30)
3. If the roll succeeds → No Quietus:
    - The Immortal still reforms, possibly after an extended delay or with lingering effects.
4. If the roll fails → Quietus:
    - No reforming; essence is gone or irrevocably altered.
    - Only GM-level cosmic interventions can reverse it.

This makes Quietus rare, terrifying, and always tied to big story moments.



7. Mundane Weaponry & Accidental Damage

Immortals shrug off many mundane threats, but not all.
Below are baseline guidelines for damage vs mortals and Immortals.

Key rule of thumb:

- Damage that is Standard vs mortals is usually Minor or less vs Immortals.

GM can always adjust based on tone: “street-level Immortals” vs “near-cosmic.”

7.1 Mundane Weapons by Era

Weapon & Era	Example Use	Damage vs Mortals	Damage vs Immortals	Notes
Fists / Punches / Kicks	Unarmed human	Minor	0–1 (scratches)	Immortals may ignore unless repeated.
Light Club / Baton	Truncheon, nightstick	Minor	0–1	Repeated hits can add up.
Heavy Club / Mace	Medieval club, police riot baton	Standard	Minor	To Immortals: bruises, maybe 1–2 total after several hits.

Weapon & Era	Example Use	Damage vs Mortals	Damage vs Immortals	Notes
Dagger / Knife	Stabbing or slashing	Standard	Minor	To Immortals: mostly cosmetic unless targeted to vulnerabilities.
Sword / Axe (one-handed)	Medieval or modern replica	Standard	Minor–Standard	Against Immortals, treat as Minor unless used with great force.
Greatsword / Warhammer (two-handed)	Heavy melee weapon	Standard–Major	Standard	A strong hit could do 2–4 Cohesion if you want gritty.
Spear / Halberd	Polearm, battlefield weapons	Standard	Minor–Standard	Reach advantage.
Shortbow / Light Crossbow	Arrows/bolts	Standard	Minor	Annoying but rarely decisive.
Longbow / Heavy Crossbow	War arrows, crank crossbows	Standard–Major	Standard	Well-placed hits can hurt, but still less than Powers.
Early Firearms (muskets, pistols)	Black powder weapons	Standard	Minor–Standard	Immortals shrug off some; volleys can matter.
Modern Handgun	9mm, .45, etc.	Standard	Minor	Unless called shots, etc.
High-Caliber Rifle / Sniper	Military-grade rifles	Major	Standard	A .50 cal can knock an Immortal around.
Shotgun (close range)	Buckshot	Major	Standard	Immortals: Standard, maybe Minor at range.
Automatic Weapon Fire (burst)	Assault rifle burst	Major	Standard	Multiple hits bundled into one damage event.
Heavy Machine Gun	Sustained full-auto	Major	Major (if sustained)	Even Immortals respect these.
Explosive (grenade)	Frag grenade	Major (AoE)	Standard–Major	Fragmentation and blast; see also AoE rules.
Larger Explosive (RPG, rocket, etc.)	Anti-vehicle warhead	Major	Major	Can shatter Immortal bodies, forcing reform.
Tank Shell / Artillery	Heavy ordnance	Massive (Major+)	Major+	Often treated as automatic body-destruction if hit.

Mechanically, you can treat mundane weapon damage vs Immortals as:

- Light weapons: Minor
- Standard weapons: Minor or Standard
- Heavy weapons: Standard or Major

Use the damage degrees (1–2, 2–4, 4–6 Cohesion) and adjust for MoS and cover.

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8. Accidents & Vehicles

Assume “unprotected mortal” vs “Immortal with no special defenses.”
Use Standard difficulty to hit unless circumstances change it.

Hazard / Collision	Example Speed	Damage vs Mortals	Damage vs Immortals	Notes
Tripped / Knocked into Wall	Clumsy fall	Minor	0	Bruises only.
Bicycle Collision	~15–25 km/h	Minor–Standard	0–1	Mortals may be knocked prone.
Car Bump (low speed)	<20 km/h	Minor	0–1	Immortals mostly ignore.
Car Impact (city speed)	~40–60 km/h	Standard–Major	Minor–Standard	Mortals may be incapacitated.
Car Impact (highway speed)	~100 km/h	Major+	Standard–Major	Could destroy vehicles, break bones.
Truck Impact	Large vehicle, 60–100 km/h	Major+	Major	High chance of mortal death.
Train Collision	Train vs person / car	Massive	Major+	Usually auto-incapacitating mortals.
Falling Debris (small)	Rocks, bricks	Minor	0–1	
Falling Debris (heavy)	Concrete slab, car from above	Standard–Major	Minor–Standard	Could pin Immortal.
Structural Collapse (room)	Ceiling collapses	Standard	Minor–Standard	Also imposes entrapment.
Structural Collapse (building)	Multi-story collapse	Major+	Major	Can destroy Immortal bodies.

For Immortals, emphasize narrative: cars bend around them, walls crack, they get thrown but keep coming—until enough hits stack up.

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9. Falling & Physical Forces

Falling is classic. Assume a roughly Earth-like gravity.

Height (approx.)	Example	Damage vs Mortals	Damage vs Immortals	Notes
Up to 3 m (1 story)	Trip, short drop	Minor	0	Only dangerous if landing badly.
3–10 m (1–3 stories)	Roof, balcony	Standard	Minor	Mortals risk serious injury.
10–30 m (3–10 stories)	Cliff, tall building	Major	Standard	Mortals usually incapacitated or dead.
30–100 m	High-rise, tall cliff	Massive (Major+)	Major	Likely to "kill" Immortal body.
100+ m	Skyscraper, extreme drop	Massive+	Major+	Usually auto-destruction; GM may not even roll.

Add modifiers for:

- Landing surface:
    - Hard (concrete, rock): treat as one degree higher.
    - Soft (water, deep snow): one degree lower (or force Grace test to minimize damage).
- Mitigation Powers:
    - Gravity Leaper, Aerokinesis, etc., can reduce damage by one or more degrees if used successfully.

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10. Animals & Natural Threats

These are mostly relevant for mortal NPCs or low-level supernatural creatures.
Immortals are rarely endangered by animals, but it's useful to have benchmarks.

Animal / Threat	Attack Type	Damage vs Mortals	Damage vs Immortals	Notes
Small Animal (cat, small dog)	Bite, scratch	Minor	0	Only dangerous in swarms or disease contexts.
Medium Dog / Coyote	Bite, lunge	Minor	0–1	
Large Dog / Wolf	Bite, grapple	Standard	Minor	Pack tactics may matter.
Big Cat (leopard, cougar)	Claw, bite	Standard–Major	Minor–Standard	A serious threat to mortals.
Lion / Tiger / Bear	Charge, maul	Major	Standard	Can ragdoll mortals; Immortals might be slowed.
Crocodile / Large Reptile	Bite, death roll	Major	Standard	Especially dangerous in water.

Animal / Threat	Attack Type	Damage vs Mortals	Damage vs Immortals	Notes
Shark (large)	Bite	Major	Standard	To Immortals, a bloody nuisance.
Venomous Snake	Poison bite	Minor, then poison	0–Minor	Immortals usually immune unless exotic.
Swarm (insects, rats, etc.)	Many small attacks	Minor/round	0	Might obscure sight, etc.

Use Minor/Standard/Major vs mortals, then reduce one degree for Immortals.

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11. Elemental & Environmental Hazards

Immortals are incredibly resistant—but not immune to extreme conditions indefinitely.
Below are guidelines for instant damage and ongoing exposure.

Table 5.5 – Elemental Effects

Hazard	Example Situation	Damage vs Mortals	Damage vs Immortals	Notes
Open Flame (small)	Torch, candle, small fire	Minor/round	0–Minor (with time)	Clothing burns first.
Engulfed in Fire	House fire, burning car	Standard/round	Minor/round	Smoke suffocation for mortals.
Explosion (small)	Gas canister, small bomb	Standard–Major	Standard	See also explosives table.
Explosion (large)	Car bomb, IED, large gas main	Major	Major	Can destroy Immortal bodies.
Lava / Molten Metal	Immersion	Major/round	Standard–Major/round	Immortals can survive some time; body may eventually fail.
Lightning Strike (natural)	Direct hit in storm	Major (instant)	Standard	Theatrical; may stun Immortals for a moment.
High Voltage Electrocution	Industrial power lines	Major (cumulative)	Minor–Standard	Can disrupt tech, cybernetics.
Acid (strong)	Industrial acid, splash	Standard/round (until neutralized)	Minor–Standard/round	Large quantities are more serious.
Vacuum / Space Exposure	Unprotected in space	Major (mortals: instant)	0–Minor (long term)	Immortals ignore suffocation but may suffer from radiation over ages.

Hazard	Example Situation	Damage vs Mortals	Damage vs Immortals	Notes
Extreme Cold	Arctic blizzard, unprotected	Standard over time	0–Minor	Immortals can stand in snow storms mostly fine.
Extreme Heat	Desert at high noon, heat wave	Standard over time	0–Minor	Dehydration doesn't kill Immortals, but can be uncomfortable.
Radiation (intense)	Reactor core, hard cosmic rays	Major over time	Minor–Standard over long time	Cosmic-level effects might still accumulate.

Use these as anchors. Your Immortals can still be "hardcore" but not invulnerable: GM can decide if long-term exposure eventually forces reform.

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12. Scale of Conflict (GM's Note)

Remember:

- Most mortal threats are Standard or Major to mortals but Minor or Standard to Immortals.
- Immortal vs Immortal conflicts are where Powers and Major damage degrees become normal.

In play:

- Let mundane threats be set dressing and complications, not the main danger (unless the PCs are in very fragile circumstances or still exploring their abilities).
- Focus your high drama on:
    - Power vs Power clashes.
    - Entropic threats that can force Quietus checks.
    - Situations where collateral damage to mortals and worlds matters more than the PCs' personal survival.

Gameplay Example:

Here's a short "example of play" with two Immortal PCs fighting some minor Entropic creatures. I'll show both fiction and mechanics side-by-side.

Setup

PC 1: Rin Hart (Tier 1)

- **Key Attributes:**
    - **Grace 65, Resolve 70, Focus 60**
- **Cohesion: 16**
- **Key Powers:**
    - ***Radiant Bolt 60*** **– Medium range, Standard damage, 1/round**
    - ***Flash-Step 55*** **– Short-range teleport, 1/round**
    - ***Stonehide 55*** **– Passive, -1 physical damage**

PC 2: Serala Kall (Tier 1)

- **Key Attributes:**

        - Might 70, Grace 60, Resolve 65
    - Cohesion: 18
    - Key Powers:
        - *Titanic Strength 65* – Melee, Standard damage
        - *Gravity Leaper 60* – Enhanced jumps, mobility
        - *Kinetic Shield 55* – 1/round reaction, -1 physical/energy damage

Enemies: Two Graven Shade-Hounds (Tier 1 Minors)

- Attributes: Grace 70, Resolve 55
- Cohesion: 10 each
- Powers:
    - *Necrotic Touch 65* – Melee, Standard damage vs mortals, Minor–Standard vs Immortals
    - *Phase Slip 55* – Brief intangibility for movement/cover

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Scene Start

GM:
You're in a half-finished parking structure in the Grayline. Rebar juts like ribs, sodium lights flicker. Two four-legged shadows detach themselves from the darkness—shaggy, but wrong, like someone drew wolves from memory and got bored halfway through. Their paws leave no prints. Their eyes are empty yellow orbs of jaundice.

You feel the air temperature drop as Entropy leaks off them in a faint, greasy aura.

GM (Mechanics):
We'll roll Initiative with Grace. Standard difficulty.

- Rin: roll 1d100 vs Grace 65 → 42 (success, MoS = 23)
- Serala: vs Grace 60 → 81 (fail)
- Hound A: vs Grace 70 → 17 (success, MoS = 53)
- Hound B: vs Grace 70 → 58 (success, MoS = 12)

Order: Hound A, Rin, Hound B, Serala.

Round 1

Hound A's Turn

GM:
One Shade-Hound streaks forward, crossing the concrete in a blur, jaws opening far wider than a normal animal's. It goes straight for Rin.

GM (Mechanics):
Hound A uses Major Action: Necrotic Touch vs Rin.

- Attack roll: 1d100 vs Power 65 → 34 (success, MoS = 31)
- Rin chooses NOT to spend his Reaction yet (saving it for later).
- Hit connects: Standard damage vs Immortals (2, +1 for MoS ≥ 30 = 3 Cohesion damage).

Rin's Cohesion: 16 → 13.

GM (Fiction):
The hound slams into you, its jaws closing on your forearm—not tearing flesh so much as stealing solidity. Your arm feels briefly transparent, like it could pass through your own chest. You yank free, a smear of static hanging in the air where your blood would be.

Rin's Turn

Rin's Player:
"Okay, no thank you. I'll blink back and blast." I'll Flash-Step out of its reach to get space, then hit it with Radiant Bolt.

GM (Mechanics):
Rin uses Minor Action: Flash-Step (Short range reposition). No roll needed in this case; he zips 10 meters back.
Major Action: Radiant Bolt *60* at Hound A, Standard difficulty.

- Attack roll: 1d100 vs 60 → 27 (success, MoS = 33)
- Standard damage vs Immortal-level creatures → 2 Cohesion, +1 for MoS ≥ 30 → 3 damage.

Hound A's Cohesion: 10 → 7.

GM (Fiction):
You vanish in a blink of light and reappear near a broken support pillar. A lance of white-gold radiance snaps from your palm, punching through the Shade-Hound's flank. The shadow-flesh bubbles and pops, spilling black steam that's instantly shredded by the wind.

Hound B's Turn

GM:
The second hound arcs wide, circling Serala, then lunges for her back leg.

GM (Mechanics):
Hound B attacks Serala with Necrotic Touch *65*.
Serala declares Active Defense with Kinetic Shield (Reaction) to protect herself.

- Hound B attack roll: 1d100 vs 65 → 63 (success, MoS = 2)
- Serala defense roll: 1d100 vs Kinetic Shield 55 → 49 (success, MoS = 6)

Using the Opposed Test:

- Both succeed; Serala's MoS (6) > Hound's (2) → defense wins. Attack is negated.

GM (Fiction):
The hound hits an invisible wall inches from your leg. The air ripples like water as a thin, translucent barrier flares, deflecting its jaws away. Claws scrape sparks off concrete, not off you.

Serala's Turn

Serala's Player:
"I kick it in the head." Full Titanic Strength strike.

GM (Mechanics):
Major Action: Titanic Strength *65* vs Hound B. Standard difficulty.

- Attack roll: 1d100 vs 65 → 12 (success, MoS = 53; also auto-success since 1–5 always succeed, but 12 is fine)
- Standard damage vs Immortal-tier creature: base 2, MoS ≥ 30: +1, MoS ≥ 60 would be +1 more (not here). Total 3 damage.

Hound B's Cohesion: 10 → 7.

GM (Fiction):
You pivot as the jaws glance off your shield and drive a fist wrapped in invisible gravity into its skull. There's no crunch—just a sudden *compression*, like you're punching a cloud being forced into a jar. The thing yelps in static and skids sideways, flickering.

Round 2

Initiative

Same order (or we keep the previous).

Hound A's Turn

GM:
The wounded hound phases halfway into the floor, then lunges up from a crack near Serala.

GM (Mechanics):
It uses Phase Slip + Necrotic Touch at her. Serala has no Reaction left this round (used Kinetic Shield already).

- Attack roll: 1d100 vs 65 → 21 (success, MoS = 44)
- Damage: Standard vs Immortal, 2 +1 (MoS ≥ 30) = 3 Cohesion damage.

Serala's Cohesion: 18 → 15.

GM (Fiction):
Cold teeth clamp around your ankle, but again it's more like reality unhooking briefly. Pain runs up your leg in a numb, deadened wave. You feel your cohesion shudder, but your frame holds.

Rin's Turn

Rin's Player:
"I want to help Serala. Can I blast the one on her without frying her?"

GM:
Sure. It's close, so I'll call this Standard difficulty, but if you roll 95+ you might tag her with some splash.

GM (Mechanics):
Rin uses Radiant Bolt *60* on Hound A.

- Roll: 1d100 vs 60 → 59 (success, MoS = 1)
- Standard damage: 2 Cohesion (no bonus; MoS < 30).

Hound A's Cohesion: 7 → 5.

GM (Fiction):
You snap a quick shot. The bolt slices across the hound's back, carving a glowing line. The smell of burned stale air hits your nose. The thing's grip loosens on Serala's ankle.

Hound B's Turn

GM:
The second hound, still reeling from the punch, whirls and goes for Rin this time, jaws smeared with static.

GM (Mechanics):
Hound B attacks Rin with Necrotic Touch 65. Rin declares a simple dodge using Grace (Reaction).

- Hound B roll: 1d100 vs 65 → 76 (failure)
- Rin roll: 1d100 vs Grace 65 → 33 (success, MoS = 32)

Attacker fails, defender succeeds → clear dodge, no hit.

GM (Fiction):
You sidestep, leaving an after-image. The hound's head passes through where your chest was a second ago, static jaws snapping on empty air.

Serala's Turn

Serala's Player:
"I want to finish off the one on my leg and then threaten the other."

GM:
One attack, then you can reposition.

GM (Mechanics):
Attack Hound A with Titanic Strength again.

- Roll: 1d100 vs 65 → 39 (success, MoS = 26)
- Standard damage: 2 Cohesion (no MoS bonus).

Hound A's Cohesion: 5 → 3.

Still alive, but barely.

GM (Fiction):
You bring your elbow down like a hammer, driving the creature's head into the concrete. Its form splatters and then recoalesces, flickering wildly, barely holding together.

Serala's Player:
"Can I shout at it? Just a 'you're next' glare?"

GM:
Absolutely. No roll; it's cosmetic for now—but if you want to start using Presence to intimidate later, we can lean into that.

Round 3 (Compressed)

To keep it brief, we'll fast-forward the third round in a couple of key rolls.

GM:
The two Shade-Hounds are badly destabilized. Static leaks off them in wisps. They circle, trying to find an opening, but the scar in the concrete under your feet shivers, making their forms jerk unpredictably.

Mechanics Snapshot:

- Rin focuses fire on Hound A again with Radiant Bolt 60:
    - Roll 1d100 → 14 (success, big MoS).
    - Enough Standard damage to reduce its Cohesion 3 → 0.
    - It howls in silent static and dissipates, its pattern collapsing.
- Serala then charges Hound B with Titanic Strength 65:
    - Roll 1d100 → 5 (auto-success).
    - Another strong Standard hit drops Hound B from 7 → 0 Cohesion.

GM (Fiction):
One hound explodes into an expanding ring of snow-TV, the static dissolving into the wet air. The other freezes mid-lunge as Serala's fist connects; its body unravels into floating pixels that blink out one by one.

The air snaps back to normal. The temperature climbs a few degrees. Somewhere distant, a car alarm finally realizes something is wrong and starts wailing.

You both feel that familiar Immortal thrum in your bones—Cohesion dinged, but intact.

Aftermath

GM:
You've each taken a bit of Cohesion damage—Rin's at 13, Serala at 15—but these were just minor manifestations. The scar under the concrete? That's the real problem. You can feel it now, like an open wound in the city's story.

If you walk away, it will scab over. For a while.
If you stay, you might find out who sent the hounds and what, exactly, is nibbling at Halcyon's foundations tonight.

Rin's Player:
"I look at Serala. 'So. Follow the hole deeper, or call this a win and go get noodles?'"

Serala's Player:
"'We can get noodles *after* we make sure the world doesn't fall apart.' I jump down to where the scar feels strongest and test it with my boot."

GM:
Cool. Let's cut there for now, and next scene we'll treat the scar as a hazard encounter—reality glitches, Resolve checks, and maybe the hint of something bigger watching.

That's the basic feel: fast d100 rolls vs Attributes/Powers, Minor/Standard damage degrees, and Entropic creatures that are dangerous in the moment but clearly just the *front edge* of a deeper cosmic problem.

GM'S SECTION:

CHAPTER EIGHT: ENTROPY, ELDERS & CAMPAIGN FRAMES

This chapter is for the GM. It gives you the "big picture":

- What Entropy really is and how to use it in play
- How the cosmology of Immortal works (worlds, planes, scars)
- Who the Elders are and what they do
- Key factions and inter-world politics
- A set of campaign frames you can plug your group into

Use it as a toolbox. You don't have to reveal every cosmic truth; let players discover it in layers.

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1. Entropy: Villain, Law, or Disease?

At the table, Entropy is both:

1. A natural law: things wear down, cool, and break.
2. A corruptive force: an active, malicious pattern that accelerates unmaking.

Your choice is how *personal* it is.

1.1 Three Faces of Entropy

You can blend or emphasize these ideas:

1. Blind Process
    - Entropy is a cosmic law with no personality.
    - "Agents of Entropy" are Immortals or entities who harness/ride the tide.
    - Tone: tragic physics, not cackling villains.
2. Whispering Cancer
    - Entropy *seems* to have preferences: it nudges toward despair, collapse, and quiet.
    - Mortals and Immortals hear "voices," see patterns, get offers.
    - Tone: cosmic horror + temptation.
3. Fractured Intelligence
    - Entropy exists as many semi-conscious nodes: Entropic Immortals, "old gods," and vast field-minds in scars of reality.

- They may not share a unified plan, but all push toward unmaking.
- Tone: war against a loose network of anti-life gods.

Whichever you choose, keep one thing consistent:

> Entropy doesn't just kill people; it kills stories, possibilities, and continuity.

It erodes meaning itself.

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2. Cosmology: The Weave of Worlds

Immortal assumes a layered cosmos with:

- Many worlds (Earth + alien planets + alternate timelines).
- Overlapping planes (spirit, dream, concept, raw energy).
- Scars where Entropy has eaten pieces out.

2.1 The Layers

You can picture reality as a stack:

1. Material Layer (Prime Worlds)
    - Earth, other planets, space, stars.
    - Most mortals live here; most campaigns start here.
2. Near-Real Layers
    - Spirit realms, dreamscapes, astral tracks.
    - Ghosts, thought-forms, archetypal beasts.
3. Far-Real Layers
    - Conceptual planes: places made of stories, laws, or mathematics.
    - Some Elders anchor their domains here.
4. Deep Void / Entropic Scar
    - Regions where reality has been erased or corrupted.
    - Time glitches, geometry breaks, memory erodes.

Travelers (and some Powers) move between these. Entropy often eats outward from scars into richer layers.

2.2 World Types

You can define worlds in broad strokes:

- Sanctuary Worlds

        - Mostly peaceful, little supernatural activity.
        - Protected (secretly) by Immortals or Elders.
        - PCs may be guardians, or may see a sanctuary fall.
    - Conflict Worlds
        - Multiple factions of Immortals clash, plus Entropic incursions.
        - Mortals experience these as wars, disasters, revolutions.
    - Sacrificial Worlds
        - Elders have written them off as doomed buffers.
        - Entropy feeds here to spare other, more vital realms… for now.
    - Dead Worlds
        - Already devoured.
        - PCs may explore ruins, looking for survivors, artifacts, or clues.

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3. Elders & the Great Compacts

Tier 4 Immortals are Elders: beings whose actions reverberate across galaxies or planes.

They are not a uniform ruling class. Think:

- Ancient superpowers with overlapping spheres of influence.
- Old arguments, treaties, and grudges that shape where wars happen.

3.1 What Elders Do (and Don't Do)

They DO:

- Anchor concepts (War, Memory, Sanctuary, Travel, etc.) in specific regions.
- Make Compacts – binding agreements that:
    - Limit how much power can be used openly on certain worlds.
    - Reserve some zones as neutral ground, testbeds, or sanctuaries.
- Manipulate younger Immortals (PCs) as proxies and agents.

They DON'T (usually):

- Solve every problem personally.
- Constantly show up on-screen.
- Agree on how to handle Entropy.

Elders are your setting levers. Use them to:

- Justify why the PCs matter: “Elders can’t directly intervene here, so they send you.”
- Explain constraints: “This world is under a Compact; no open Elder-level displays.”

3.2 Great Compacts

A Compact is an Elder-enforced rule in a region (city, world, star cluster, plane).

Examples:

- The Veil Compact – On certain worlds, Immortals and major Powers must remain hidden from mortal mass awareness. Breaking the Veil risks Elder wrath or Entropic backlash.
- The Corridor Compact – A specific Transit path between galaxies must remain open; no one may collapse it entirely. Entropy tries anyway.
- The Sanctuary Compact – Refuge worlds for specific species are off-limits to direct Entropic assault. Fights occur via proxy.

Each Compact gives you:

- A limit (“No Elder battles on-screen here”).
- A hook (“Someone is trying to break it”).
- An explanation for settings (why Earth isn’t already a crater).

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4. Factions: Who Fights Over Eternity?

Think of factions in three broad categories:

1. Wardens of Continuity (Anti-Entropy)
2. Harvesters & Cults of Entropy
3. Grey Actors – Pragmatists, manipulators, opportunists

You don’t need a giant political map; pick a few that matter to your campaign.

4.1 Wardens of Continuity

Immortals trying to preserve worlds, stories, and meaning (even if they’re ruthless about it).

The Veiled Continuum

- Focus: Maintain the Veil Compact on key worlds like Earth.
- Methods:
    - Erase evidence.
    - Clean up supernatural messes.
    - Guide mortal myths quietly.
- Hooks: PCs might work for them, or rebel against their heavy-handed secrecy.

The Court of Living Memory

- Focus: Recording and preserving the histories of dead or threatened worlds.
- Methods:
    - Archivist Immortals.
    - Spirit pacts with ancestors.
    - Libraries in pocket realms.
- Hooks: They may recruit PCs as field archivists—or ask them to burn records that are "too dangerous."

The Gatekeepers

- Focus: Control & policing of inter-world travel.
- Methods:
    - Regulate Travelers.
    - Guard key gates and corridors.
    - Sometimes "seal" a world entirely.
- Hooks: Escort missions, illegal gate use, smuggling people or artifacts past them.

4.2 Entropic Factions

Those who serve or embody Entropy's corrosive tendencies.

The Red Harvest

- Comprised of Entropic Immortals who engineer wars, famines, and disasters.
- They see each collapsed civilization as a "beautiful harvest of suffering."
- Hooks: PCs track their fingerprints across wars; a Red Harvest agent becomes a recurring nemesis.

The Stillness

- Philosophical Entropy cult: they want an end to all struggle, noise, and change.
- They infiltrate religions, corporations, and movements that preach total surrender.
- Hooks: They may tempt PCs with Quietus as a "kindness" or end to pain.

The Black Meridian

- Dedicated to expanding Entropic scars that warp time and space.
- Build cults around anomalies; treat scars as holy sites.
- Hooks: Strange time loops in a city, people stuck in repeating days, or references to "the Meridian."

4.3 Grey Factions

Neither purely pro-Entropy nor purely heroic; they have agendas.

The Pact of the Long Game

- Immortals who believe that managed destruction is necessary.
- They selectively sacrifice worlds to keep others safe.
- Hooks: PCs uncover that their own patrons have written off some region as expendable.

The Market of Echoes

- Inter-world black market: memories, identities, timelines, and minor realities bought and sold.
- "Neutral-ish"; serve whoever pays.
- Hooks: Need a lost memory or erased person restored? They can help—for a price.

The Glass Accord

- A loose network of Immortals who agree not to interfere in each other's favorite worlds… in theory.
- Constantly strained by grudges and exceptions.
- Hooks: PCs caught between two Immortals both claiming Accord protection while plotting around it.

4.4 Mortal Organizations

Mortals get involved, too:

- Black Programs:
    - Government or corporate units that have spotted the pattern of "ageless operatives" and anomalies.
    - They may hunt Immortals, recruit them, or try to reverse-engineer Powers.
- Apocalypse Cults:
    - Sometimes Entropy-backed, sometimes just desperate.
    - They see Immortals as signs, gods, or threats.
- Religions & Myth-keepers:
    - Monasteries, secret orders, or folk traditions originally founded by Immortals or to deal with them.
    - Some hold fragments of the truth about Elders and Compacts.

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5. Inter-World Politics

Elders and high-tier Immortals treat worlds, cities, or even specific locations like:

- Client states
- Sacred sites
- Experimental labs
- Prize cities

This creates macro-politics layered over mortal nations.

5.1 Claims & Spheres

Common patterns:

- One Elder or faction claims a primary stake in a world.
- Others hold minor stakes:
    - One controls a single city or culture as a long-term project.
    - Another uses a region as a testing ground.
    - A third treats the world as a resource mine.

Conflicts arise when:

- Entropy makes a serious push into someone's "protected" sphere.
- Two Elders claim an overlapping sphere ("the whole Western spiral arm," etc.).
- A Traveler exposes routes others wanted hidden.

5.2 Neutral Ground

Some locations are designated as neutral:

- Crossroads realms where factions talk instead of kill.
- Ancient ruins where a shared disaster took place.
- Markets like the Market of Echoes or "Hinge Worlds" where closing gates would hurt everyone.

Neutral ground gives you good places for parley scenes, delicate negotiations, and betrayals.

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6. Campaign Frameworks

Here are ready-made campaign skeletons. Pick one or mix elements.

Frame 1: Urban Veil – "Superheroes, But Older"

Premise:
Modern-day Earth. PCs are Immortals in Tier 1–2, operating under the Veil Compact in a major city.

- Start Tier: 1 (Awakened), aiming for 2.
- Tone: Urban fantasy + street-level superhero + conspiracy.

Core Conflicts:

- Entropic factions engineer escalating disasters: cults, accidents, weird crimes.
- A mortal black program starts to piece together the truth.
- The Veiled Continuum or similar faction pressures PCs to keep everything quiet.

Arcs:

- Expose and dismantle an Entropic cell embedded in police, media, or hospitals.
- Decide whether to break the Veil in a crisis to save lives.
- Discover that Earth is considered a sanctuary or experimental world by Elders.

Frame 2: Planetary Guardians – "This World is Ours"

Premise:
One specific world (Earth or alien) becomes the focus of a looming Entropic incursion.

- Start Tier: 1 or 2.
- Tone: Planetary-scale superheroics, mythic defenders.

Core Conflicts:

- The Red Harvest and the Stillness both target this world for different reasons.
- The Gatekeepers want to seal the world off; Elders argue about whether to let it burn.
- PC Immortals become the unofficial pantheon for this world's defense.

Arcs:

- Stop Entropy from turning the world into a Sacrificial World.
- Forge alliances with mortal governments, religions, and other Immortals.
- Choose whether to accept an Elder's patronage (and strings).

Frame 3: Wanderers on the Path – "Traveler Road Movie"

Premise:
The PCs are (or become) Travelers, moving between worlds and planes, mapping a threatened cosmology.

- Start Tier: 1, but at least one PC becomes a Traveler early.
- Tone: Road trip across planets and realities, exploration, weird-encounter-of-the-week.

Core Conflicts:

- The Map of All Roads (Power J8) or something similar hints at routes collapsing.
- The Market of Echoes and the Gatekeepers both compete to control transit.
- Entropy eats corridors rather than worlds, threatening to isolate entire galactic regions.

Arcs:

- Repair or reroute damaged Travel paths.
- Discover hidden Sanctuary Worlds and decide whether to expose them.
- Confront a Traveler Elder who thinks the only answer is to prune the network.

Frame 4: Elder Politics – "Courts of Infinity"

Premise:
PCs are high-tier Immortals (Tier 2–3 rising to 4), caught in Elder-level maneuvers.

- Start Tier: 2, expecting 3–4 within the campaign.
- Tone: Intrigue, cosmic politics, rare but devastating battles.

Core Conflicts:

- A major Compact is failing or being openly defied.
- Elders recruit PCs as envoys, troubleshooters, or deniable assets.
- Entropic factions try to exploit Elder rivalries.

Arcs:

- Negotiate or sabotage high-stakes treaties about worlds, scars, or corridors.
- Survive assassination attempts that use Quietus-capable effects.
- Decide whether to become Elders—or to reject that path.

Frame 5: Scars of Entropy – "Cosmic Horror Investigation"

Premise:
The PCs investigate Entropic scars spreading through the cosmos.

- Start Tier: 1–2, but with access to Space/Time and Life/Death Powers early.
- Tone: Investigation, horror, slow-burn mystery.

Core Conflicts:

- Time loops, spatial warps, and memory loss incidents across multiple worlds.
- The Black Meridian cult treats scars as sacred.
- Some Elders think these scars are symptoms of a deeper breakdown, not the cause.

Arcs:

- Track the history of a scar from its first appearance to its current size.
- Dive into scar zones and return changed.
- Discover that a foundational Compact was broken long ago, and reality has been unraveling ever since.

Frame 6: Masks First, Myths Second – "Slice-of-Life Immortals"

Premise:
Focus on Masks & the Mundane: PCs juggle jobs, relationships, and small-scale powers while slowly uncovering bigger threats.

- Start Tier: 1, low number of Powers, lots of mundane entanglements.
- Tone: Character drama + supernatural elements, like a slow-burn TV series.

Core Conflicts:

- Mask Complications (Chapter Six) drive many stories.
- Small Entropic events (accidents, suicides, localized despair) form patterns.
- The players gradually realize how far the rabbit hole goes.

Arcs:

- Season 1: Who are we really? What is wrong with the city?
- Season 2: We are Immortals; Entropy is real; now what?
- Season 3+: Bring in Travelers, Elders, and inter-world stakes.

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7. Tuning Tone & Scale

Before a campaign, decide with your group:

7.1 Tone Dials

- Heroic vs Tragic:
    - Are PCs clear-cut protectors, or are they making ugly trade-offs?
- Horror vs Wonder:
    - Are Entropy and deep layers terrifying, or awe-inspiring but manageable?
- Street vs Cosmic:
    - Are most scenes set in back alleys and offices, or on the surfaces of suns and inside dream palaces?

7.2 Entropy Strength

- Weak Entropy:
    - PCs can win often; scars are rare but intense.
    - Good for heroic/semi-optimistic campaigns.
- Balanced Entropy:
    - Every victory has a cost; something else slips while you plug one hole.
    - Good for long-running campaigns.
- Dominant Entropy:
    - The cosmos is losing. You're buying time, not promising victory.
    - Good for high-tragedy, epic-sacrifice stories.

7.3 How Rare Are Immortals?

- Rare & Secret:
    - Maybe a few dozen in a galaxy.
    - Every new Immortal matters; meeting another is a big event.
- Uncommon but Present:
    - Thousands, scattered, each with their projects.
    - Factions feel like small, strange political blocs.
- Common Among the Extraordinary:
    - Whole city-states of Immortals in hidden realms.
    - Mortals may have legends about multiple "pantheons."

Your choice changes the texture of play: lonely guardians vs busy political players.

CHAPTER NINE: GM TOOLS – BUILDING ENCOUNTERS & THREATS

This chapter is about making things that can punch back. Use this like a toolbox, not a straitjacket.

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1. Quick Stat Block Template

Here's a shorthand format that displays a standard NPC template. This is intended to be used as a quick reference to assist gameplay.

> Name (Role, Tier)
> Attributes: Mi / Gr / Re / In / Pr / Fo
> Cohesion: damaged or healed amount
> Powers:
> ▪ Power Name (Rating, Type, Notes)
> Traits & Gear: short bullet list
> Tactics: how they behave in a scene

Example notation:

- "Titanic Strength 65 (Standard, melee, Standard damage)"
- "Solar Lance 70 (Cosmic, Long, Standard damage)"
- "Psychic Blast 60 (Standard, opposed by Resolve)"

You can abstract some details if needed during prep and only look up specifics when the power is used.

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2. Threat Roles & Tiers

Every enemy fits a role in a scene:

- Minion: There to make PCs feel fast, powerful, surrounded.
- Standard Foe: A real obstacle singly or in small groups.
- Elite: A serious threat; usually 1–2 per encounter.
- Boss: Encounter centerpiece; often has backup or an environmental edge.
- Apex/Elder-Level: A story event more than a "fight to win" – usually Tier 4 or above.

And each has Tier context:

- Tier 0: Ordinary mortals, animals, mundane hazards.
- Tier 1: Newly awakened / low-immortal threats.
- Tier 2–3: Region-scale movers and shakers.
- Tier 4: Elders – rarely fully unleashed on-screen.

3. Baseline Math for Scaling (Optional but Handy)

You don't need to crunch numbers hard, but here's a usable rule-of-thumb.

3.1 PC Benchmarks (Tier 1 Example)

A typical Tier 1 PC might have:

- Attributes: 50–70 in their strong suits
- Powers: 5–8 Powers at 40–70
- Cohesion:
    - Resolve ~60 ⇒ Base Cohesion 10 + 6 = 16
    - Add some advancement and gear ⇒ around 18–24

A party of 4 characters might have 70–90 total Cohesion.

3.2 Encounter "Budget"

Compare total enemy Cohesion to party Cohesion, then consider quality:

- Easy:
    - Enemy total Cohesion ≈ 0.5 × party total
    - Enemy best Attributes ~10–20 lower than PCs' best
- Standard:
    - Enemy total ≈ 1.0 × party total
- Hard:
    - Enemy total ≈ 1.5 × party total
    - Or a single Boss with strong Powers and good terrain
- Deadly:
    - Enemy total ≈ 2.0 × party total OR Quietus-capable threats in play
    - Retreat, clever tactics, or sacrifices may be needed

This is just a guide; position, powers, and objectives matter as much as raw numbers.

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4. Mortal & Creature Templates (Tier 0)

Tier 0 threats exist mainly to:

- Pressure PCs through numbers, constraints, or collateral damage.
- Add texture and stakes around Immortal-level conflicts.

- For speed, you can treat minions as:
    - "One substantial hit = down,"
    - Or "two glancing hits = down," even if you don't track exact Cohesion.

4.1 Quick Attribute Bands for Mortals

- Minion Mortals: Attributes 30–45, Cohesion 5–8
- Standard Mortals: 45–60, Cohesion 8–12
- Elite Mortals (special forces, top assassin): 60–70, Cohesion 12–16

4.2 Mortal Minion – "Security Guard"

Corporate Security Guard (Minion, Tier 0)
Attributes: Mi 45 / Gr 45 / Re 40 / In 40 / Pr 40 / Fo 40
Cohesion: 7
Gear: Pistol (Minor damage vs Immortals), radio, light armor (ignore first 1 damage vs mortals only)
Traits & Notes:
▪ Minion: one solid hit from an Immortal or a Power usually takes them out.
▪ Will retreat or surrender when obviously outmatched.
Tactics:
▪ Tries to pin PCs with gunfire, calls backup, looks for cover.

4.3 Elite Mortal – "Black Ops Operative"

Black Ops Operative (Elite, Tier 0)
Attributes: Mi 65 / Gr 70 / Re 60 / In 55 / Pr 50 / Fo 60
Cohesion: 14
Gear: SMG (Standard damage vs mortals, Minor vs Immortals), tactical armor (+1 damage reduction vs bullets), grenades (Standard–Major vs mortals, Standard vs Immortals)
Traits & Notes:
▪ Coordinated Fire: if two or more operatives focus one target, they gain +10 to hit.
▪ Steady Nerves: +10 Resolve vs fear, intimidation.
Tactics:
▪ Flanks, uses grenades, tries to isolate targets.
▪ Might attempt to capture, not kill, Immortals.

4.4 Creature Template – "Apex Predator"

Urban Apex Predator (Wolf Pack Alpha, Big Cat, etc.)
Attributes: Mi 60 / Gr 60 / Re 50 / In 30 / Pr 30 / Fo 40
Cohesion: 10
Attacks:
▪ Bite / Claw: Standard damage vs mortals, Minor vs Immortals
Traits & Notes:
▪ Pack Hunter: gains +10 to hit if at least one ally is engaged with the same target.

▪ Scent of Blood: prefers targets already wounded (under 50% Cohesion).
Tactics:
▪ Hit-and-run, avoid obviously supernatural displays.

Use the environmental tables from the Combat chapter to combine these with falls, vehicles, fires, etc., for more dynamic scenes.

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5. Immortal Adversaries by Tier

Immortal enemies are built like PCs but with fewer details.

5.1 Simple Immortal Build Recipe

1. Pick Tier: 1–4.
2. Assign Attributes:
    - Tier 1: 40–70
    - Tier 2: 50–80
    - Tier 3: 60–90
    - Tier 4: 70–100 (for key stats)
3. Choose 4–10 Powers appropriate to their role.
4. Set Power ratings:
    - Tier 1: 40–70
    - Tier 2: 60–80
    - Tier 3: 70–90
    - Tier 4: 80–100 (pre-halving)
5. Compute Cohesion using Resolve and Tier bonuses.
6. Give 2–3 signature traits and a tactical style.

Quick Attribute Benchmarks

- Tier 1 Rival: one or two standout Attributes at 70, rest around 50–60.
- Tier 2 Champion: key stats around 80, others 60–70.
- Tier 3 Tyrant: multiple stats 80–90.
- Tier 4 Elder: one or two at/near 100, others 70–80.

5.2 Tier 1 Rival Template

Ravien, Street-level Immortal (Standard Foe, Tier 1)
Attributes: Mi 60 / Gr 65 / Re 60 / In 50 / Pr 55 / Fo 55
Cohesion: 10 + (60 ÷ 10) = 16
Powers:
▪ Titanic Strength 65 (Standard, melee, Standard damage)
▪ Flash-Step 60 (Minor, 1/round, Short teleport)
▪ Stonehide 55 (+10 Resolve vs physical, -1 physical damage)
▪ Radiant Bolts 55 (Medium range, Minor AoE damage)
Traits:
▪ Warlike Archetype (Tier 1): prefers direct fights, +10 to intimidation vs mortals.
▪ Reckless: often over-extends, will chase fleeing foes.
Tactics:
▪ Flash-Step into melee, use Titanic Strength on the biggest threat.
▪ Uses Radiant Bolts if outnumbered or pinned down.

Against a 3–4 PC Tier 1 party, Ravien is a serious but beatable solo with a few mortal backup goons.

5.3 Tier 2 Champion Template

Seressa of the Twin Suns (Elite/Boss, Tier 2)
Attributes: Mi 65 / Gr 70 / Re 75 / In 70 / Pr 70 / Fo 75
Cohesion:

- Base: 10 + (75 ÷ 10) = 17
- Tier 2 bonus: +5 + (Table 1 Powers ×1). She has 2 Table 1 Powers.
- Total Cohesion = 17 + 5 + 2 = 24
  Powers (examples):
  ▪ Solar Lance 80 (Cosmic, Long, Standard damage)
  ▪ Stellar Crown 70 (Cosmic aura, Minor damage each round, 1/scene flare Standard damage)
  ▪ Gravity Leaper 60 (Table 1, mobility)
  ▪ Rapid Regeneration 70 (Standard healing, 1/scene)
  ▪ Telepathy 65 (Standard, mind communication/probe)
  ▪ Precognitive Flicker 70 (Cosmic, 1/scene reroll)
  Traits:
  ▪ Observer Archetype (Tier 2): gains +10 Focus and Intellect when analyzing a situation instead of acting rashly.
  ▪ Solar Attunement: +10 vs cold and darkness-based attacks or conditions.
  Tactics:
  ▪ Opens at range with Solar Lance, trying to soften up PCs.
  ▪ Activates Stellar Crown if forced into melee.
  ▪ Uses Precognitive Flicker to avert lethal hits or land decisive blows.

Against Tier 1 PCs, Seressa is overwhelming in a straight fight—encounter goals should be escape, negotiation, or delaying, not "kill her." Against Tier 2 PCs, she's a credible boss, especially with backup.

5.4 Tier 3 Tyrant Template

Varkas, Lord of the Broken Orbit (Boss, Tier 3)

- Attributes in the 70–90 range.
- Cohesion ~35–45 after Tier bonuses.
- Several Powers from Space/Time (Table 6) and Life/Death (Table 7) at 80–90.
- Has at least one Quietus-capable Power (e.g., Entropy's Kiss or Reaping Scythe variant).
- Can reshape large areas (Spatial Distortion, Gravity Well, Time Dilation Field).
- Should be fought with clear non-combat objectives: sever anchors, evacuate civilians, buy time for an Elder to intervene, etc.

You don't need full numbers yet; just know: Tier 3 bosses are campaign milestones.

5.5 Tier 4 Elder as Threat

Elders are often background forces more than targets. When they show up:

- Treat them as apex hazards:
  - You don't "fight" an Elder in a straightforward HP race.
  - You might try to *convince* them, *bind* them, or *survive* their attention.

If you need numbers, you can sketch:

- Attributes: 80–100
- Cohesion: 50+ (post-Tier bonuses)
- Powers: dozens, with multiple at or near 100 (before Tier halving)
- Quietus-capable abilities and domain-level effects

But most of the time, an Elder's stat block is:

> "If they are truly serious in this scene, the world changes."

Use them sparingly.

---

6. Entropic Threats

Entropy enemies come in three broad types:

1. Entropic Immortals – corrupted or actively aligned with Entropy.
2. Scars & Hazards – places where reality is broken.
3. Manifestations & Avatars – concentrated embodiments of Entropy.

6.1 Entropic Immortal Template

Build them like any Immortal, then:

- Tag some Powers Entropy-Aligned or Quietus-capable.
- Give them at least one corruption or unmaking effect.

Kaldrith the Unraveling (Elite, Tier 2 Entropic Immortal)
Attributes: Mi 60 / Gr 65 / Re 70 / In 70 / Pr 55 / Fo 75
Cohesion: Base 17 + Tier bonuses + Table 1 bonuses; say 25
Powers:
▪ Entropy's Kiss 80 (Cosmic, Entropy-Aligned, Quietus-capable)
▪ Void Beam 75 (Cosmic, Standard damage vs living, Major vs objects)
▪ Phase Shift 70 (Cosmic defense)
▪ Soul Chain 65 (binds essence, prevents reforming nearby)
▪ Cohesion Surge 60 (self-heal, Standard healing 1/scene)
Traits:
▪ Nihilist: hardly negotiates except to gain more collapse.
▪ Reality Fray: in his presence, minor anomalies appear (lights dim, surfaces pit, memories fog).
Tactics:
▪ Isolate individual Immortals, bind them with Soul Chain, then attempt Entropy's Kiss at or near 0 Cohesion.
▪ Uses Phase Shift defensively when focus-fired.

This is the kind of enemy who can threaten Quietus, especially in a carefully prepared lair.

6.2 Scars & Hazard Templates

Scars are often zones rather than creatures.

Treat them as encounters with ongoing effects rather than a single stat block.

Example Scar: The Cracked District

Effects inside the area:

- Spatial Slippage:
    - Movement rolls suffer -10.
    - Failed movement tests may teleport you a Short distance in a random direction.
- Time Stutter:

        - Once per round, a random character replays their last Minor Action instead of taking a new one.
- Integrity Bleed:
    - At the end of each round, everyone inside must roll Resolve vs a Hard test (-10).
    - Failure: take Minor Cohesion damage as your body and mind fray.
- Anchor Objects:
    - Certain spots (shrines, machines, crystals) can partially stabilize the district; deactivating or protecting them is a key objective.

You can give the Scar a "health" track in narrative terms: enough Reality Stitch, Soul Mend, or similar Powers used on focal points = the Scar shrinks or closes.

6.3 Manifestation / Avatar Template

Think of an Entropic Avatar as a boss with environmental control.

> Manifestation: The Pale Collapse (Boss, Entropic Avatar)
> Attributes: Mi 70 / Gr 50 / Re 80 / In 80 / Pr 60 / Fo 80
> Cohesion: 40
> Powers/Effects:
> ▪ Entropy Field: Medium Burst aura; each round, all non-Entropic beings inside must roll Resolve or take Minor damage and suffer -10 to actions.
> ▪ Entropic Surge: Major Action, Long range, Standard damage; if target hits 0 Cohesion from this, they make a Quietus check at -10.
> ▪ Reality Whorl: 1/scene, creates a Small Burst that teleports everyone in it randomly to different points within Medium range.
> ▪ Shred Anchor: Can unbind local Beacons or Soul Chains, making reforming much slower in this region.
> Traits:
> ▪ Anchored: Can't leave its scarred region but is extremely hard to banish without specific Powers or artifacts.
> ▪ Seed of Collapse: If not defeated/stabilized, the region's Scar level increases over time.
> Tactics:
> ▪ Doesn't chase; it warps reality to bring PCs to it.
> ▪ Focuses Entropic Surges on already-weakened Immortals.

To "defeat" such a thing, objectives might include:

- Interrupting its connection to the scar.
- Destroying ritual anchors or devices.
- Surviving long enough for an Elder or cosmic event to shut it down.

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7. Scaling Encounters by Tier & Party

Some fast principles:

7.1 Against Tier 1 PCs

- Most Tier 0 threats = minions or set dressing.
- Real danger comes from:
    - Tier 1 Immortal foes.
    - Environmental hazards (falls, vehicles, explosions).
    - Entropic anomalies that bypass raw toughness.

Keep the action dynamic:

- Give PCs multiple small threats + one main Immortal.
- Use objectives: rescue, containment, escape, securing an artifact.

7.2 Against Tier 2 PCs

- Tier 1 Immortals become elite mooks.
- Tier 2 rivals are significant threats; Tier 3 presence should be rare and frightening.
- Entropic hazards should escalate:
    - Time & space distortions.
    - Quietus-capable enemies in specific, telegraphed contexts.

Consider:

- Two-part encounters: mortal/low-immortal front line → Entropic element revealed.
- Battles where location matters: in a Scar zone, atop a moving starship, on a fragile world-bridge.

7.3 Against Tier 3–4 PCs

These PCs bend reality by showing up.

Encounters should:

- Have macro-stakes (world, domain, Compact, corridor).
- Use large-scale effects (city-wide illusions, starship fleets, planar locks).
- Focus on choices and trade-offs rather than "do we win the fight."

You can still have tension by:

- Giving the enemy win conditions other than "kill the PCs," like corrupting a world-core or murdering an idea.
- Having PCs fight avatars or aspects of stronger entities, not their full selves.

8. Objectives, Not Just Hit Points

Especially at higher Tiers, fights are more interesting when PCs are trying to:

- Protect something (a person, place, concept, Compact).
- Delay something (a ritual, an invasion, a scar expansion).
- Acquire something (artifact, data, someone's allegiance).
- Escape something (collapse, Quietus threat, Elder attention).

When designing an encounter, ask:

1. What happens if PCs do nothing?
2. What does success look like that isn't just "everyone else is dead"?
3. What's the twist? (Reinforcements, betrayal, environment changing, Entropy waking up.)

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9. Example Encounter Seeds

Just a few to show how pieces fit:

9.1 Street Ambush (Tier 1)

- Opponents:
    - 6–8 Security Guards (Minions) + 1 Black Ops Operative (Elite, Tier 0)
    - Later revealed: 1 Tier 1 Immortal assassin with a single Quietus-capable Power on cooldown.
- Objective: Survive and reach a specific safehouse.
- Twist: The assassin only needs to bring one PC to 0 Cohesion to mark them for later Entropic attention.

9.2 Scar Recon (Tier 1–2)

- Opponents:
    - Environmental Scar (Cracked District) + 1–2 Entropic Immortals (slightly under-tiered)
- Objective: Map the Scar and retrieve a sample/record before collapse.
- Twist: The Scar is growing; every few rounds, new anomalies appear or hazard DCs increase.

9.3 Compact Violation (Tier 2–3)

- Opponents:

    - A Tier 2 Champion leading a mixed force of mortal extremists and low-Tier Immortals, trying to openly breach the Veil Compact in a major city.
- Objective: Stop the violation or redirect blame so the world isn't punished by Elders.
- Twist: The PCs must decide whether to expose their own powers publicly to counter the enemy's show of force.

CHAPTER TEN: NPCs & ALLIES

(Immortal Patrons, Mortal Contacts, Recurring Characters)

Immortal campaigns live or die on recurring faces.

This chapter gives you tools to:

- Sketch Immortal patrons who use PCs as pieces on a cosmic board.
- Build mortal contacts tangled in Masks and the Mundane.
- Create recurring NPCs (rivals, allies, ex-lovers, handlers) who grow with the story.

You can treat this as a tag system: pick or roll a few tags and you have a usable NPC in under a minute.

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1. Core NPC Tags

For any notable NPC, decide:

1. Nature: Mortal / Immortal / Other (spirit, construct, etc.)
2. Tier (for Immortals): 1–4 or "below-PC" / "peer" / "above-PC"
3. Role: Patron / Ally / Rival / Antagonist / Complication
4. Faction: (or "Unaffiliated")
5. Mask Tie-In: How they connect to at least one PC's Mask.
6. Entropy Compass:
    - Staunchly Against / Pragmatic / Quietly Tempted / Openly Entropic

Use as many or as few as you want.

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2. Immortal Patrons

Immortal patrons hand out missions, information, and trouble.

Patrons are usually:

- Tier 2+, sometimes already Elders.
- Protecting specific worlds, routes, or concepts.
- Limited by Compacts, politics, or self-imposed rules, which is why they need PCs.

2.1 Immortal Patron Archetypes (d10)

Roll 1d10 or pick.

1. The Warden
    - Protects a specific world, city, or corridor.
    - Uses PCs as border guards & troubleshooters.
    - Favorite leverage: “If this world falls, so do you.”
2. The Archivist
    - Obsessed with recording and preserving memories, artifacts, or timelines.
    - Sends PCs to retrieve, witness, or erase things.
    - Might care more about “the record” than about lives.
3. The Gambler
    - Treats reality as a game of probabilities and wagers.
    - PCs are pieces in long odds: “Let’s see if you can break this scar.”
    - May offer boons if they win their bets.
4. The Judge
    - Holds authority over specific Compacts or laws.
    - PCs act as investigators, prosecutors, or defense for Immortal or Entropic crimes.
    - Difficult moral cases: “Enforce this, even if it hurts innocents.”
5. The Mentor
    - Personally invested in PCs’ growth and Tier ascension.
    - Offers training, secrets, and guidance—but expects loyalty.
    - Might be grooming PCs as heirs or expendable vanguards.
6. The Broker
    - Deals in favors, oaths, and deals between factions.
    - PCs are couriers, enforcers, and witnesses to contracts.
    - Always wants something in return.
7. The Exile
    - Banished Elder or powerful Immortal cut off from formal power.
    - PCs help them regain status or stay hidden from enemies.
    - Their version of history is biased but valuable.
8. The Herald

- Speaks for an unseen or distant Elder/force.
- Might be Tier 1–2 but backed by immense authority.
- PCs learn that defying the Herald means defying something bigger.

9. The Double Agent
    - Publicly aligned with a Warden or Continuity faction, secretly compromised by Entropy or a rival Elder.
    - PCs can become their cover or their exposure.
10. The Reformer
    - Wants to rewrite Compacts and change how Immortals relate to mortals.
    - PCs are their proof-of-concept: "Can we do better than we did last age?"
    - Fights both Entropy and conservative Elders.

Add 2–3 Power highlights and a quirk and you're done.

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3. Mortal Contacts

Your PCs' Masks naturally come with human attachments.

Mortal contacts are great for:

- Hooks ("your ER doctor friend calls about a strange patient").
- Stakes (they're in danger, or their life will be changed).
- Humanization (PCs talk about something other than galaxies burning).

3.1 Mortal Contact Types (d10)

Roll 1d10 for a contact's function:

1. The Fixer – Knows a guy who knows a guy. Can get gear, IDs, routes.
2. The Confidant – Knows the PC is "not normal," but not how far it goes.
3. The Gatekeeper – Controls access to a critical location or resource: lab, vault, network.
4. The Mentor – Elderly professor, coach, drill sergeant, or retired pro who shaped the PC's Mask life.
5. The Dependent – Child, partner, sibling, sick friend; explicitly relies on the PC.
6. The Skeptic – Doesn't believe in anything supernatural, but keeps stumbling into it.
7. The Insider – Works in government, media, law enforcement, or corporate HR. Knows where records are.

8. The Street Node – Knows rumors, gossip, and underworld whispers.
9. The Rival Pro – Competes with the PC in their Mask profession: rival surgeon, journalist, lawyer, etc.
10. The True Believer – Is convinced the PC is divine, cursed, or the Chosen One; acts accordingly.

Give them:

- 1–2 competencies (Medic, Hacker, Reporter, Lawyer, etc.).
- A Mask connection ("coworker," "neighbor," "boss").
- A complication ("in debt," "blackmailed," "terminally ill," etc.).

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4. Recurring NPC Framework

A good recurring NPC:

- Has a clear emotional tag to at least one PC (love, hate, debt, guilt).
- Has a changing status (promotion, injury, corruption, enlightenment).
- Shows up in multiple contexts (at work, in crises, in dreams, in politics).

A simple long-term plan:

1. Session 1–3: Introduce them in a mundane context.
2. Session 4–8: Entangle them in weirdness.
3. Later: Force a choice: save them, lose them, or let them change sides.

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5. Quick NPC Generator: 4d10 Method

Roll 4d10:

1. d10 #1 – Nature & Tier
2. d10 #2 – Role in Story
3. d10 #3 – Faction Tie
4. d10 #4 – Emotional Hook

5.1 Nature & Tier (1d10)

1–3: Mortal (Tier 0)
4–6: Immortal (Tier = PC Tier – 1 to +0)
7–8: Immortal (Tier = PC Tier +1)

9: Spirit / Construct / Strange being (equivalent to Immortal Tier 1–2)
10: Agent/Herald of an Elder (Tier = PC Tier +2 or “out of scale”)

5.2 Role (1d10)

1. Patron
2. Ally
3. Ally with a secret agenda
4. Rival (moral but competitive)
5. Antagonist (but not Entropic)
6. Entropic agent (overt)
7. Entropic agent (covert)
8. Information broker / witness
9. Complication (in over their head)
10. Wildcard (helpful one day, dangerous the next)

5.3 Faction Tie (1d10)

1. Veiled Continuum / similar Veil-keeping group
2. Court of Living Memory or archivist organization
3. Gatekeepers or travel regulators
4. Market of Echoes or other neutral market
5. Red Harvest (Entropic war-engineers)
6. Stillness / quietist entropy cult
7. Black Meridian (scar-worshippers)
8. Pact of the Long Game (pragmatic sacrificers)
9. Local mortal group (black program, religious order, corp)
10. Independent / “Unaffiliated” (or lying about it)

5.4 Emotional Hook (1d10)

1. Guilt – A PC failed them or got them hurt before.
2. Debt – They saved or bailed out a PC.
3. Admiration – They look up to a PC (or vice versa).
4. Love – Romantic or deep platonic affection.
5. Contempt – They despise what PCs/Immortals represent.

6. **Curiosity – They want to know everything about the PCs.**
7. **Fear – They're afraid of the PCs or of their enemies.**
8. **Obsession – They're fixated on a topic the PCs embody (Entropy, immortality, justice).**
9. **Rivalry – They and a PC are both "best in the field" at something.**
10. **Legacy – They remind a PC of someone long dead, or inherit that person's role.**

Roll 4 dice, read across, and you've got a solid recurring NPC skeleton.

CHAPTER ELEVEN: ENTROPIC BEINGS & NEMESES

Entropy gets more interesting when it has faces.

This chapter gives you:

- Tiered templates for Entropic beings (from cultists up to reality-eaters).
- A handful of special Nemesis NPCs you can drop into any campaign.
- A short list of Tier 4 "Old God" Entropic entities that loom over the setting.

Use these as villain frameworks and customize names, looks, and motives to match your tone.

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1. Tiered Entropic Beings

We'll define Entropic threats at:

- Tier 0: Cultists & warped mortals
- Tier 1: Tainted Immortals & minor manifestations
- Tier 2–3: Major Entropic Immortals & avatars
- Tier 4: Old Gods / fundamental unmakers

1.1 Tier 0 – Cultists & Warped Mortals

These are mostly mortal:

- See Entropy as a god, principle, or liberator.
- Perform rituals, sabotage systems, and invite unmaking.
- Mechanically: use mortal stat bands, but give them one or two weird effects:

Examples:

- Entropy-Touched Cultist
    - Once per scene, can emit a Minor Entropic pulse (Minor damage to mortals in a Small Burst, flickering lights, devices glitch).
    - May have Immaculate calm about death and destruction.
- Scar-Addicted Vagrant
    - Hanging around an Entropic scar has left them temporally and mentally disjointed.
    - When they die, their body ages/decays rapidly, leaving strange patterns or symbols.

Tier 0 Entropics exist to set the stage and hint that something bigger is behind them.

1.2 Tier 1 – Tainted Immortals & Minor Manifestations

Tier 1 Entropic beings are either:

- Immortals who aligned with Entropy early, or
- Small Entropic manifestations: localized unmaking, hunt-beasts, etc.

They usually have:

- Attributes: 50–70
- Cohesion: 15–20
- Powers: 3–6, at 50–70, with at least one Entropic-aligned (decay, corruption, minor Quietus setup).

Template: Tier 1 Entropic Hunter

> Graven Shade-Hound (Tier 1, Entropic Manifestation)
> Attributes: Mi 60 / Gr 70 / Re 55 / In 30 / Pr 20 / Fo 40
> Cohesion: 16
> Powers:
> ▪ Necrotic Touch 65 (Standard damage vs mortals, Minor–Standard vs Immortals)
> ▪ Phase Shift 55 (flickers in/out to bypass barriers briefly)
> Traits:
> ▪ Silent Stalker: +10 to Grace when sneaking in shadows.
> ▪ Scar-Bound: Fades away if lured far from its scar.
> Use: Ambush scenes, "something hunting the PCs at the edge of the scar."

1.3 Tier 2–3 – Major Entropic Immortals & Avatars

These are campaign-level antagonists.

- They often lead factions (Red Harvest, Stillness, Black Meridian).
- They may have Quietus-capable Powers.
- They warp the environment around them.

Tier 2 Guidelines:

- Attributes 60–80
- Cohesion ~24–30
- 6–10 Powers, with 2–3 Entropic-aligned (Quietus or long-term corruption).

Tier 3 Guidelines:

- Attributes 70–90
- Cohesion 35–45
- 8–12 Powers, multiple realities-warping abilities.

You already have an example from earlier: Kaldrith the Unraveling and the Pale Collapse type manifestation. Use them as reference.

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2. Entropic Nemeses – Unique NPCs

These are named villains ready to plug into your campaign. Treat them as recurring threats who can appear at multiple tiers by adjusting their exact numbers as PCs grow.

I'll give you three, each aimed at a different power range.

2.1 Serah Vane, the Gentle Ending (Tier 1–2)

Nature: Immortal aligned with the Stillness
Tier: 1 at intro, can rise to 2 during campaign
Mask: Palliative care nurse, grief counselor, or social worker
Entropy Compass: Believes ending pain (and eventually everything) is an act of mercy

Concept:
Serah truly, deeply believes that all struggle is cruelty. She offers "gentle endings"—quiet suicides, mass "peace pacts," and slow societal surrender.

Sample Stats (Tier 1 version):

- Attributes: Mi 50 / Gr 50 / Re 65 / In 60 / Pr 70 / Fo 65
- Cohesion: 10 + (65 ÷ 10) = 16

Key Powers:

- Empathic Weave 70 – She can sense and nudge emotions, making despair and resignation spread.
- Memory Rewrite 60 – Erase the worst parts of trauma, but sometimes also erase reasons to keep fighting.
- Entropy's Kiss (Weakened) 55 – At Tier 1, this is not full Quietus; it makes reforming painfully slow and draining. At Tier 2, it becomes full Quietus-capable at -10 difficulty for victims.
- Soul Mend 60 – Twisted: heals pain and trauma but nudges the healed toward believing death is acceptable.

Use in Campaign:

- Early on, she helps people in good faith… and her "patients" simply stop caring about life.
- Later, she leads a Stillness cell encouraging mass "peace retreats" that are really group suicides or societal collapse.
- PCs must confront her philosophy as much as her Powers.

2.2 Marok the Red Ledger (Tier 2)

Nature: Entropic Immortal orchestrating wars and economic crashes
Tier: 2
Mask: Corporate raider, arms dealer, or economic advisor
Entropy Compass: Believes that conflict and scarcity are the only honest truths

Concept:
Marok turns worlds into ledgers of blood—balancing "gains" and "losses" through war, famine, and collapse.

Sample Stats:

- Attributes: Mi 65 / Gr 60 / Re 70 / In 75 / Pr 75 / Fo 70
- Cohesion: Base 17 + Tier 2 bonuses + Table 1 Power; say ~26

Key Powers:

- Probability Twist 75 – Nudge odds to make negotiations fail, peace deals collapse, accidents happen.
- Commanding Presence 70 – +10 Presence in leadership roles; people naturally follow his plans.
- Cohesion Surge 65 – Self-heal, making him hard to wear down.
- Entropy's Kiss 70 – Full Quietus-capable at Hard difficulty for victims.
- Scripted Fate 70 – "This treaty will fail," "This city will burn," etc.

Use in Campaign:

- PCs may first meet him as a charming executive or diplomat.
- They slowly realize he appears in the background of every conflict.
- He might attempt to recruit PCs, arguing that controlled destruction is better than chaos.

2.3 The Black Shepherd (Tier 3)

Nature: Tier 3 Entropic Immortal, collector of lost souls and broken timelines
Tier: 3
Mask: None; appears in dreams, scars, and liminal spaces
Entropy Compass: Wants all wandering pieces (souls, echoes, fragments) gathered into stillness

Concept:
The Black Shepherd drives people toward self-erasure: joining cults that vanish, walking into scars, stepping off the map. It also gathers "stray" timelines.

Sample Stats (sketch):

- Attributes: Mi 60 / Gr 65 / Re 85 / In 80 / Pr 70 / Fo 85

- Cohesion: ~40
- Powers focused on Life/Death and Mind/Illusion:

Key Powers:

- Dream Sovereign 80 – Rules nightmares, tempts targets to "walk into the dark."
- Soul Chain 75 – Binds souls to itself, preventing proper reforming.
- Necrotic Touch 75 – Major damage vs mortals, Standard–Major vs Immortals.
- Spirit Walk 80 – Can manifest in spirit form across many worlds.
- Entropy's Kiss 80 – Brutally effective Quietus effect on bound souls.
- Event Horizon Mantle 75 – Defensive aura that devours incoming projectiles.

Use in Campaign:

- Starts as whispers: disappearances, suicides, cults that walk into the sea or scars.
- Appears in dreams and scar-zones; direct confrontation is terrifying and rare.
- PCs may need to sever its Soul Chains or rescue someone trapped in its flock.

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3. Tier 4 Notable Entropic "Old Gods"

These are names that should make Immortals and Elders go quiet.
You rarely fight them directly; their shadows and schemes shape campaigns.

You can treat each as:

- A mythic presence with vague stats (if any).
- A source of Entropic Nemeses (avatars, agents, cults).
- A gravity well in the politics of Elders and factions.

Here are five, each with a "headline" concept.

3.1 Nuthrael, The Final Accounting

- Domain: The ultimate settling of all stories and debts.
- Aspect: Appears as a robed figure of shifting numbers, ledgers, and broken scales.
- Nature: Believes that every action demands an opposite reaction; true equilibrium is absolute stillness.
- Effects:
    - Worlds under Nuthrael's shadow see escalating cycles of retribution and "balance": revenge killings, punitive wars, zero-sum economics.

- Entire civilizations can be reduced to “zero” in its eyes and simply… stop.

GM Use:
Nuthrael’s cults count everything: sins, losses, “owed suffering.” Entropic Nemeses like Marok might secretly serve or be inspired by it.

3.2 Irthis, The Quiet Starfall

- Domain: Stars going cold; the end of light.
- Aspect: A colossal, distant form like a darkened star whose corona is falling ash.
- Nature: Irthis is not wrathful; it is tired. It wants light, movement, and warmth to end.
- Effects:
    - Regions under its influence drift toward cold, apathy, and literal cooling: stars dim faster, worlds freeze, societies become lethargic and fatalistic.
    - Irthis “blesses” Stillness cults and quietist philosophies.

GM Use:
A long campaign arc might reveal that a whole arm of the galaxy is dimming—not just naturally, but because Irthis has turned its attention there.

3.3 The Maw Beyond Maps

- Domain: The erasure of geography and connectivity.
- Aspect: Not a person, but a gnawing absence at the edges of star charts and planar maps.
- Nature: Devours corridors, gates, and paths, isolating worlds and cutting off Travel.
- Effects:
    - Travel routes vanish. Gates lead nowhere. Paths fold back on themselves.
    - Entire civilizations are marooned and then collapse inward.

GM Use:
Perfect as the shadow behind a Traveler campaign: PCs slowly realize the corridors they maintain are under attack by a thing that doesn’t speak—just removes options.

3.4 Achaia of the Broken Story

- Domain: Narrative collapse—stories that end without payoff, meaning, or resolution.
- Aspect: A shifting figure whose form flickers through half-finished myths: a hero without a quest, a villain without motive, a lover without a counterpart.
- Nature: Hates coherence; loves aborted arcs, broken oaths, and meaningless suffering.

- Effects:
    - In its shadow, prophecies fail, heroes die randomly, villains get no comeuppance, and legends rot into incoherent fragments.
    - Cultural stories become nihilistic and self-sabotaging; people stop believing in any long-term purpose.

GM Use:
Achaia is excellent for high-drama campaigns: the PCs' arcs themselves come under attack as plots they care about keep fizzling or twisting.

3.5 Vyr-Lath, The Inverted Dawn

- Domain: Reversal of creation—turning beginnings into endings.
- Aspect: A vast, haloed silhouette seen at the horizon when worlds end; what should be sunrise is instead a descending darkness.
- Nature: For Vyr-Lath, every birth is an error, every dawn a lie. It seeks to rewrite the first moments of things as if they never were.
- Effects:
    - Under its influence, new things fail to begin: pregnancies end, new projects collapse immediately, fresh stars never fully ignite.
    - Old events are retroactively altered; history "remembers" things not happening.

GM Use:
Perfect for cosmic horror arcs where time and memory are unreliable. PCs might discover that an entire civilization has been retroactively cancelled, with only Immortals remembering that it ever existed.

These Old Gods don't need full stat blocks. Instead:

- Give them avatars and agents (Tier 2–3 Nemeses).
- Let their themes bleed into environments and social trends.
- Treat direct confrontation as either:
    - A metaphysical event (ritual, cosmic alignment, sacrifice), or
    - A multi-session arc where PCs dismantle anchors and manifestations, not the entity itself.

CHAPTER TWELVE: STARTER WORLD – HALCYON CITY ON EARTH-0

This chapter gives you a ready-to-run modern-day setting that naturally weaves in:

- Immortal patrons and rivals
- Mortal contacts & Masks
- Entropic factions & Nemeses
- A looming Old God influence

You can drop Halcyon City into our Earth with a twist (Earth-0), or reskin it onto another similar world.

1. Big Picture: Earth-0 & the Veil Compact

Earth-0 is, to mortals, just… Earth. Same internet, same politics, same pop culture.

To Immortals and Travelers, it's:

- A Sanctuary/Conflict hybrid world:
    - Officially under The Veil Compact (no open Immortal warfare, keep supernaturals secret).
    - Unofficially, a contested staging ground between Continuity factions and Entropy.
- A Transit Node:

- Multiple relatively stable Travel paths pass near or through this system.
- The Gatekeepers watch it closely.

Cosmic Status:

- The Veiled Continuum claims primary protection rights here.
- The Court of Living Memory maintains secret archives of human history in hidden nodes.
- Entropic factions (Red Harvest, Stillness, Black Meridian) all have cells here.
- In the deep background, the Old God Achaia of the Broken Story leans on this world: narrative threads fray, institutions lose their way, stories don't resolve cleanly.

Halcyon City is one of Earth-0's major urban hubs—a perfect stage.

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2. Halcyon City: Overview

Halcyon City sits on a coastal bay with:

- A sprawling downtown of glass towers and corporate headquarters.
- An old river district and docks.
- Sprawling suburbs and an aging industrial belt.
- An unsettling area locals call the Grayline, where reality is… glitchy.

Population: ~7 million in the metro area.

Think: A blend of New York / Seattle / Hong Kong / Vancouver—dense, tech-heavy, with pockets of old neighborhoods.

2.1 Why Halcyon City Matters Cosmically

- There is a thin, ancient scar beneath the bay—the Halcyon Rift—once a small Entropic wound, partially stabilized by an Elder Compact.
- Several Travel corridors intersect near here.
- The Market of Echoes operates a semi-regular, hidden "swap meet" in forgotten infrastructure beneath the city.

To Elders, Halcyon is:

- A test case: can a chaotic modern city function as a stable node, or will Entropy claim it?
- A pressure point: controlling it means influencing multiple routes.

---

3. City Districts & Supernatural Layers

3.1 Harborfront & The Halcyon Bay

- Tourist docks, shipping terminals, fancy waterfront condos.
- Below the bay lies the Halcyon Rift, a stabilized Entropic scar:
    - Normally dormant.
    - Sometimes causes odd tides, phantom lights under the water, and episodes of missing time on ferry routes.

Supernatural Use:

- Secret ritual sites on piers and breakwaters.
- Entry points for submerged Market of Echoes pop-up bazaars.
- Occasional hauntings: drowned memories, ships that "arrive" from dead timelines.

3.2 Central Spire District

- Skyscrapers housing Halcyon's biggest corporations and financial institutions.
- Rooftop gardens and helipads, corporate security everywhere, overpriced restaurants.

Key Institutions:

- Luscinia Holdings – A global investment firm secretly used as a front by Marok the Red Ledger (Entropic Nemesis).
- Halcyon General Hospital (Research Wing) – Legit science + black-budget projects tied to a mortal black program.
- The White Tower – A high-end residential/office tower rumored to have more cameras than people.

Supernatural Use:

- Easy Mask covers for PCs: executive, analyst, consultant, security, etc.
- Perfect for Veiled Continuum and Pact of the Long Game agents to operate under corporate covers.

3.3 Old Halcyon & The River District

- The original city center along a curving river: narrow streets, old brick, churches, dive bars, row houses.
- A "revitalization" project is slowly pushing out long-time communities.

Key Features:

- St. Aurelia's Basilica – Old stone cathedral; actually a Court of Living Memory node where memories of the city are stored in subtle, immaterial archives.
- The Lantern Market – Night market mixing mundane stalls and hidden supernatural stands.
- The Ferry Steps – Once part of an old pier; on some nights, they lead "further down" than the waterline.

Supernatural Use:

- Easy ground for Masks & the Mundane: bartenders, shop owners, teachers, small business owners.
- For Immortals, Old Halcyon is rich with anchors and echoes—easy to hide ritual sites and safehouses.

3.4 Grayline District

- A long, narrow band of city where infrastructure is weird: half-finished highway projects, abandoned rail spurs, empty condo towers, rezoned industrial land.
- Locals blame bureaucracy, corruption, and bad planning. They're not wrong—but that's not the whole story.

Reality Effects:

- Mild spatial anomalies: you can walk straight and end up somewhere you didn't expect.
- Phone/GPS glitches. People swear that streets "weren't here yesterday."
- Old city maps show different alignments.

Cosmic Truth:

- Grayline sits atop a series of minor scars associated with The Maw Beyond Maps and the Halcyon Rift.
- The Black Meridian conducts experiments here, trying to expand spatial breakdown.

Supernatural Use:

- Great location for scar recon missions, Entropic cults, and weird disappearances.
- PCs may discover that some of their own Memories of the city are inconsistent here.

3.5 University & Hospital Sector

- Major university campus (Halcyon University), teaching hospitals, biotech companies, student housing.
- Blend of cutting-edge research and radical student politics.

Key Institutions:

- Halcyon Research Initiative (HRI) – UN-funded institute quietly studying "unusual phenomena" (i.e., a black program with decent PR).
- Halcyon Memorial Hospital – Where Serah Vane, the Gentle Ending might work as a palliative care specialist or counselor.
- The Archive Annex – An off-campus library run by an "eccentric" professor who is, in truth, an Immortal Archivist.

Supernatural Use:

- Masks: grad students, professors, med staff, security.
- Factions: Gatekeepers sometimes embed analysts here to monitor Travel-related anomalies.

3.6 Outer Belt & Industrial Dead Zones

- Warehouses, trucking depots, rail yards, shuttered factories, sprawling junkyards.
- Cheap land for cults, black markets, and secret labs.

Key Spots:

- Harbor Rail Yards – Trains and containers in constant motion; ideal for smuggling.
- The Glassworks – Abandoned factory occasionally "occupied" by Market of Echoes pop-up markets.
- Lot 27 – A fenced-in patch of cracked concrete where nothing is ever built; any construction venture fails. Actually a micro-scar node.

Supernatural Use:

- Meeting ground for Red Harvest operatives: arms deals, mercenary recruiting, sabotage staging.
- Convenient spot for climactic fights with minimal collateral damage… unless Entropy wants collateral damage.

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4. Factions in Halcyon City

4.1 The Veiled Continuum (Local Cell)

- Cover identities throughout city government, police, tech firms, and media.
- Primary goals:
    - Maintain the Veil Compact.
    - Keep Halcyon from becoming an obvious supernatural war zone.
    - Monitor the Halcyon Rift and Grayline anomalies.

Resources:

- Safehouses, discreet cleanup teams, digital scrubbing ability.
- A few mid-Tier Immortal agents in strategic roles.

Local Leader:

- Imari Kade, Tier 2 Immortal with a calm demeanor and a Mask as a city crisis management coordinator. Uses PCs as fire brigade for weirdness.

4.2 The Court of Living Memory

- Operates mostly via Old Halcyon and subtle spirit ties across the city.
- Goals:
    - Document the city's true history, including events lost to Compacts or Entropy.
    - Preserve key memories and cultural threads from being broken by Achaia's influence.

Local Face:

- Professor Marius Elan, an Immortal Archivist posing as a history professor/librarian. Taps PCs as field archivists.

4.3 The Gatekeepers

- Maintain quiet watch on Travel corridors intersecting Halcyon.
- Goals:
    - Prevent unsanctioned gates.
    - Ensure the Halcyon Rift remains stable and doesn't become a highway for Entropy.

Presence:

- Small team of Immortals and Travelers with covers in airport security, port authority, and telecom infrastructure.
- Maintain a hidden gate hub in an old underground transit tunnel.

4.4 Entropic Factions

Red Harvest Cell "Iron Harvest"

- Uses Luscinia Holdings and front companies in Central Spire.
- Goals:
    - Engineer economic shocks, riots, and resource conflicts globally, starting in Halcyon.
    - Push the city into cycles of "correction" and crackdown, feeding Entropy.

Stillness Circle "White Rooms"

- Centered in hospital chaplaincies, grief groups, and comfort cults.
- Probably led or inspired by Serah Vane.
- Goals:
    - Convince individuals and communities to gracefully give up—on change, on resistance, on life.

Black Meridian Node

- Operates out of the Grayline and Lot 27.
- Goals:
    - Expand micro-scars, test how far they can deform local space/time.
    - Prove that the Maw Beyond Maps can be invited, not just endured.

4.5 Market of Echoes Presence

- Not a faction, but a recurring institution.
- Appears irregularly in the Glassworks, old tunnels, or under the Lantern Market.
- Sells:
    - Stolen memories, erased identities, glimpses of alternate Halcyons, small artifacts from dead worlds.

PCs might:

- Shop there.
- Be hunted because of a contract they didn't realize someone signed on their behalf.
- Find or lose crucial Mask-related records here.

---

5. Example NPCs in Halcyon

Here are a few ready-to-use recurring characters.

5.1 Imari Kade – Veiled Continuum Handler

Nature: Immortal (Tier 2), Anti-Entropy
Mask: Halcyon City Crisis Management Director

- Calm, composed, mid-40s appearance (but centuries old).
- Powers lean toward perception, probability control, and defensive barriers.
- Treats PCs as both valuable assets and dangerous liabilities.

- Emotional hook: has quietly watched some PCs across multiple Masks; knows more about them than they realize.

Use her as:

- Mission-giver.
- Voice of the "we cannot let the Veil fall" perspective.
- Person who must decide whether to burn a Mask to preserve the bigger secret.

5.2 Dr. Serah Vane – The Gentle Ending

(Nemesis #1, introduced here)

- Palliative care doctor or counselor at Halcyon Memorial.
- Warm, empathetic, disarmingly kind.
- Leads White Rooms grief circles that slowly pivot toward Stillness ideology.

Use her:

- First as a genuine helper, even to PCs.
- Then reveal her deeper alignment as evidence mounts.
- Eventually, she may offer PCs the "mercy" of Quietus or of retreating from struggle.

5.3 Marok the Red Ledger – Behind Luscinia Holdings

- Only rarely appears in person.
- Mask: elusive billionaire investor / corporate raider who never seems to age.
- Pulls strings on wars and collapses far beyond Halcyon, but uses the city as a hub.

Use him:

- As the man behind multiple seemingly unrelated crises.
- As the one funding certain Entropic cults *and* "stabilization" forces.
- Possibly as a patron offering deals if PCs are willing to sacrifice some worlds for others.

5.4 Professor Marius Elan – Archivist of Old Halcyon

- Mask: mild-mannered professor of history and folklore.
- True nature: Tier 2 Archivist Immortal of the Court of Living Memory.
- Knows which events the city "lost" when Entropy interfered.

Use him:

- For research help.
- As someone who remembers prior versions of Halcyon that no one else does.
- As the one who tells PCs, "This is not the first time this city has almost died."

5.5 Mortal Contact: Detective Riya Morales

- Detective in Halcyon PD's Special Investigations.
- Skeptical but not closed-minded; repeatedly runs into cases involving PCs.
- Emotional hook: Debt—once, an Immortal PC saved her life (she barely remembers how).

Use her:

- As a Mask entanglement (for PC cops, lawyers, reporters, etc.).
- As a source of street-level cases that tie into cosmic plots.
- As someone whose career and sanity are on the line as she notices too much.

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6. Starter Plot Seeds & Campaign Arcs

Here are a few ways to kick off a campaign in Halcyon.

Seed 1 – "The Night the Bay Glitched"

- The Halcyon Bay experiences a mass blackout. Ferries vanish for minutes, then reappear.
- GPS and comms fail; people report "seeing the city twice" or "ghost shorelines."
- Veiled Continuum calls the PCs in: something stirred in the Halcyon Rift.

Complications:

- Black Meridian agents in the Grayline used an experiment to poke the Rift.
- The Market of Echoes opens a bazaar that night to exploit the confusion.
- An Entropic manifestation slips out, haunting Old Halcyon.

Seed 2 – "White Rooms, Quiet Streets"

- A series of apparently peaceful neighborhood suicides and "voluntary disappearances."
- People leave notes talking about being "tired" and "ready for the quiet."
- PCs may have Mask contacts in these groups.

Truth:

- Serah Vane's Stillness circle is accelerating Achaia's influence: stories end early, quietly, without payoff.
- The Court of Living Memory detects holes in the city's narrative density.

Seed 3 – "The Ledger and the Scar"

- Luscinia Holdings begins pushing a development plan in Grayline: "Project Renewal."
- This would bulldoze several neighborhoods and "rationalize" roads, but in a way that accidentally worsens the scars.
- Veiled Continuum and Gatekeepers are strangely slow to respond—someone is tying their hands politically.

Truth:

- Marok intends to turn Grayline into a collapse cascade: financial, social, and metaphysical.
- A successful "Renewal" means the Maw Beyond Maps gets a foothold large enough to start erasing regions.

PCs must:

- Navigate corporate politics (Masks).
- Sabotage or redirect the plan.
- Decide whether to expose supernatural truths to stop it.

Seed 4 – "Echoes for Sale"

- PCs are approached in the Lantern Market by a Market of Echoes broker:
  "Someone is auctioning a memory of you dying in this city. Interested?"
- The auction is held in the Glassworks at midnight under specific astral conditions.

Truth:

- The memory is from a possible future in which an Old God (maybe Nuthrael or Achaia) gained ground.
- Entropic agents want to purchase it to lock that future in.
- Court of Living Memory wants it for preservation and study.
- PCs can bid, steal, or destroy it.

---

7. Using Halcyon City as a Launchpad

Halcyon is built to:

- Support Masks & the Mundane as a real sub-game.
- Provide multiple factions with overlapping agendas.
- Offer street, city, and cosmic stakes in the same place.

You can:

- Spend an entire campaign just in Halcyon.
- Use it as the home base for a Traveler-centric game hopping between worlds.
- Let it eventually become a battlefield, Sanctuary, or Sacrificial world depending on PC choices.

Whenever you're stuck for a hook, ask:

- Which district is under pressure?
- Which faction would act, given recent events?
- Which Old God's shadow is most visible in this moment?

Then drop your Immortals into the middle and see what they choose to protect.

The Veiled Continuum's local nexus looked like a municipal crisis office.

Because it was one.

On the twentieth floor of a nondescript government building in Central Spire, behind glass walls etched with bland slogans about resilience and preparedness, Halcyon's Immortal wardens tracked everything from flood maps to "unusual anomalies." A giant screen showed weather patterns; another, satellite feeds; a third, a pulsing map of incidents flagged by an algorithm the techs called the *Chaos Index.*

Rin stepped through the badge gate, and all the alarm postures in the room relaxed by a notch. Most of these people were mortal staffers who thought he was just a specialist from an obscure federal task force. They had no idea how literal the name *immortal* was.

Imari Kade waited in her glassed-in office at the far end. Late thirties on paper, close-cropped hair, tidy suit, a thin silver bracelet on her wrist that was older than several nations.

"Close the door," she said as he entered.

He did. The glass flickered, shifting from transparent to fogged; sound dampeners hummed to life.

"How bad is it?" he asked.

She answered with a gesture at her wall screen. A map of Halcyon Bay appeared, overlaid with colored ripples. At the center: a faint, jagged line—like a scar across the seabed.

"The Rift twitched," she said. "Three micro-spikes in the last twenty-four hours. The ferry incident was the largest. Travelers felt it. Gatekeepers pinged us from orbit."

"Entropy?" Rin asked.

"Not just Entropy," Imari said. "A pattern on top of the noise. A familiar one."

She tapped the console. The ripples over the bay reshaped into something resembling a waveform, then a jagged script. He didn't need a written translation; he recognized the feeling.

"Achaia," he said aloud. "Broken Story."

"Something like it," Imari replied. "Our archivist friends confirm: memory distortions linked to the incident are atypical. People remember being on that ferry and not being on it. A small number remember dying, then shrug it off. They think it was a dream."

"And the man on the pier?"

"Dead twice," she said. "Once in the seventies, once this morning. The record of his first death is unraveling as we speak. It's as if someone is—"

"—editing him out of the story," Rin finished.

Imari studied him. "You've seen something like this before."

He nodded once. Images flashed: a world of rusted towers, rain frozen in midair, people walking aimlessly until they simply… stopped. A whispered presence plucking endings out of beginnings until nothing meant anything anymore.

"That world is gone now," he said. "Quiet fields where cities used to be. Even the weeds look… uncertain."

Imari leaned back, fingers steepled. "We've been expecting more direct Entropic pressure on Earth-0 for a while. The Rift makes us a target. Halcyon makes us a prize. But Achaia is an escalation."

"I thought the Elders had a deal," Rin said. "Sanctuary status. Limited access."

"They did." Her gaze hardened. "Deals get broken. Or someone's testing the edges."

He thought of the ferry splitting and snapping back together. Of the man erased in neat geometric folds.

"What's the plan?" he asked.

Imari smiled humorlessly. “The plan is what it always is. We send our deniable assets into the fire and hope they come back.”

“How many times?” he asked quietly.

She shrugged. “You’re Immortal. You tell me.”

He almost laughed. Instead, he said, “I’ll need eyes in the Grayline. And someone who can sniff out Entropic cults in hospitals and grief groups.”

“Morales?” Imari asked.

“She’s already on the trail whether we like it or not,” Rin said. “We can use that.”

“The more we pull her in, the more likely she is to see through your Mask,” Imari warned.

“Maybe it’s time somebody did,” he murmured.

Imari held his gaze. “Careful, Rin. You’re starting to sound like a Reformer.”

“Maybe they have a point,” he replied. “If Entropy is coming for the story, maybe hiding the truth from our protagonists isn’t working.”

She sighed. “Philosophy later. Work now.”

She slid a slim tablet across the desk. On it, three dossiers glowed.

“White Rooms,” she said, tapping the first. Photos of Serah Vane with patients, families, soft smiles, dimmed lights. “Stillness activity increasing in hospice wards, group therapy, online spaces. They’re ramping up recruitment, and we think they’re preparing a mass event.”

“Grayline,” she tapped the second. Grainy drone photos of half-built overpasses, empty lots, cranes standing still like metal skeletons. “Black Meridian has been quiet publicly, which is *not* reassuring. We’ve intercepted some Market of Echoes chatter about ‘refining the scar.’”

“And Luscinia Holdings,” the third. Corporate logos, boardroom shots, Marok’s blurred face in the background of several global finance summits. “Red Harvest’s money man. We don’t know how directly he’s involved with Achaia, but where one Old God’s shadow falls, the others aren’t far.”

Rin studied the dossiers, then looked back up. “You’re giving me a buffet.”

“I’m giving you *options*,” Imari said. “You and whatever fools you call allies pick where to start. Just remember: all three threads tie into the same tapestry.”

“The tapestry being…?” he prompted.

“Halcyon’s story,” she said. “And whether it keeps going.”

That night, rain misted down over the Grayline, blurring streetlights into halos. The city’s unfinished veins—overpasses that went nowhere, rails with no trains—loomed over him as Rin walked alone down a cracked service road.

He could have taken a car, but walking let him feel the ground.

In some places, the asphalt was solid. In others, each step sent a faint echo up his bones: a mismatch between where his foot *was* and where the world thought it should be.

Reality here had a fever.

He passed Lot 27, fenced and empty. Weeds grew in strange, radial patterns, as if trying to avoid a missing center. A stray dog watched him from behind the chain-link, then tilted its head, confused, and trotted away without barking.

He stopped near an abandoned overpass whose concrete pillars were tagged with graffiti. Words and pictures slid off his eyes; as he focused, they shifted, letters rearranging, faces blurring. He reached out with a finger and felt the air bump against it like static.

“Achaia,” he whispered into the drizzle. “You really picked a nice neighborhood.”

Silence answered.

Then something else.

His phone chimed. A message, no sender.

> DO YOU REMEMBER HOW IT ENDS, RIN HART?

He swallowed. His fingers moved on autopilot.

No, he typed. And neither do you, yet.

Three blinking dots appeared, impossibly, as if the cosmos itself were thinking about it.

Then:

> WE ARE WRITING IT NOW.

The message vanished. The notification history wiped itself clean.

The road under his feet shivered. For a split second, he saw the overpass *finished*, a smooth arc of concrete and steel, headlights traveling in orderly lines. People late for work. Kids arguing in back seats. Life moving forward. Then the image flickered and tore, replaced by the half-built skeleton and the soft hiss of the rain.

A future that might have been.

A future someone was trying to edit out.

Rin closed his eyes and reached inward, past the Mask, down to the old light that made him Immortal. His Powers stirred, familiar as old scars.

One, a subtle nudge at probability, lit up. Another, a sense for narrative fractures. Another, the Traveler Gift, uncoiling like a sleeping serpent at the base of his spine.

He could feel corridors branching out from the Grayline—paths to other worlds, other Halcyons, other endings. Some were bright, some dim. A few were simply *missing*, cut off as if they'd never been.

"You want my story," he said softly to the unseen Old God. "Fine. But you're going to have to share it with everyone else in this city."

He opened his eyes. The rain picked up, pattering against broken concrete and rusted metal.

Somewhere in the University district, Serah Vane was speaking gentle words to a room full of grieving people.

Somewhere in the Central Spire, Marok's lieutenants were crunching numbers that translated into hunger and riot.

Somewhere under the bay, the Rift twitched, ancient and tired.

And somewhere over all of it, Achaia of the Broken Story leaned down, curious.

Rin smiled, sharp and humorless.

"Let's make it a long one," he said to the night, and stepped forward into the crack in the world.

IMMORTAL – CHARACTER RECORD SHEET

IDENTITY

- Character Name (Current Mask): _____
- True Immortal Name (optional/secret): _____
- Pronouns: _____
- Tier: ☐ 1 ☐ 2 ☐ 3 ☐ 4
- Archetype: _____
- Cosmic Type Tags: _____
- Traveler Level: ☐ 0 ☐ 1 ☐ 2 ☐ 3 ☐ 4+
- Alignment vs Entropy (one line): _____

MASK & COVER

- Mask Occupation / Role (modern or current era):

_____

- Cover Rating: _____ /100
- Wealth Tier: ☐ Struggling ☐ Modest ☐ Comfortable ☐ Affluent ☐ Opulent
- Resources / Access (brief notes):

_____

_____

- Mask Complications (work, relationships, obligations):

_____

_____

CORE ATTRIBUTES

(All rolls: 1d100 vs Attribute; 1–5 always succeed, 95–100 always fail.)

- Might: _____
- Grace: _____
- Resolve: _____
- Focus: _____

- Presence: _____
- Intellect: _____

DERIVED STATS

- Cohesion (current / max): _____ / _____
- Tier: _____
- Traveler Notes (what you can do at current level):

ARCHETYPE TRAITS (Tier 1–4)

Trait 1:
Name: _____
Effect / Mechanics:

Trait 2:
Name: _____
Effect / Mechanics:

Trait 3:
Name: _____
Effect / Mechanics:

POWERS SUMMARY

(Use this for quick in-play reference; details can spill to back or Page 2 if needed.)

Power 1:

- Name: _____
- Table #: _____ Rating: _____ /100
- Type / Theme: _____
- Range: ☐ Touch ☐ Short ☐ Medium ☐ Long ☐ Extreme
- Area: ☐ Single ☐ Line ☐ Small Burst ☐ Medium Burst ☐ Large / Zone

- Damage / Effect Band: ☐ Minor ☐ Standard ☐ Major ☐ Special
- Duration: ☐ Instant ☐ Short ☐ Moderate ☐ Long ☐ Permanent
- Use / Frequency: _____
- Notes (MoS bonuses, special rules):

Power 2:

- Name: _____
- Table #: _____ Rating: _____ /100
- Type / Theme: _____
- Range: ☐ Touch ☐ Short ☐ Medium ☐ Long ☐ Extreme
- Area: ☐ Single ☐ Line ☐ Small Burst ☐ Medium Burst ☐ Large / Zone
- Damage / Effect Band: ☐ Minor ☐ Standard ☐ Major ☐ Special
- Duration: ☐ Instant ☐ Short ☐ Moderate ☐ Long ☐ Permanent
- Use / Frequency: _____
- Notes (MoS bonuses, special rules):

Power 3:

- Name: _____
- Table #: _____ Rating: _____ /100
- Type / Theme: _____
- Range: ☐ Touch ☐ Short ☐ Medium ☐ Long ☐ Extreme
- Area: ☐ Single ☐ Line ☐ Small Burst ☐ Medium Burst ☐ Large / Zone
- Damage / Effect Band: ☐ Minor ☐ Standard ☐ Major ☐ Special
- Duration: ☐ Instant ☐ Short ☐ Moderate ☐ Long ☐ Permanent
- Use / Frequency: _____
- Notes (MoS bonuses, special rules):

Power 4:

- Name: _____
- Table #: _____ Rating: _____ /100
- Type / Theme: _____
- Range: ☐ Touch ☐ Short ☐ Medium ☐ Long ☐ Extreme

- Area: ☐ Single ☐ Line ☐ Small Burst ☐ Medium Burst ☐ Large / Zone
- Damage / Effect Band: ☐ Minor ☐ Standard ☐ Major ☐ Special
- Duration: ☐ Instant ☐ Short ☐ Moderate ☐ Long ☐ Permanent
- Use / Frequency: _____
- Notes (MoS bonuses, special rules):

Power 5:

- Name: _____
- Table #: _____ Rating: _____ /100
- Type / Theme: _____
- Range: ☐ Touch ☐ Short ☐ Medium ☐ Long ☐ Extreme
- Area: ☐ Single ☐ Line ☐ Small Burst ☐ Medium Burst ☐ Large / Zone
- Damage / Effect Band: ☐ Minor ☐ Standard ☐ Major ☐ Special
- Duration: ☐ Instant ☐ Short ☐ Moderate ☐ Long ☐ Permanent
- Use / Frequency: _____
- Notes (MoS bonuses, special rules):

(Add extra power lines if needed, or just list additional powers in shorthand.)

BACKGROUND SNAPSHOT

- Origin (first clear memory as an Immortal):

_____

_____

- Current Chapter (how this Mask came to be):

_____

_____

PRIOR MASKS (PAST LIVES)

(Use for +10 "echo" bonuses when relevant, once per session each, if you like.)

Prior Mask 1:

- Era / World: _____
- Role / Profession: _____
- Echo / Bonus: _____

Prior Mask 2:

- Era / World: _____
- Role / Profession: _____
- Echo / Bonus: _____

Prior Mask 3 (optional):

- Era / World: _____
- Role / Profession: _____
- Echo / Bonus: _____

SKILLS & GENERAL TRAITS

(Non-Power knacks, professions, training, etc.)

- Skill / Trait: _____
  Attribute Used: ☐ Might ☐ Grace ☐ Resolve ☐ Focus ☐ Presence ☐ Intellect
  Bonus: _____ Notes: _____
- Skill / Trait: _____
  Attribute Used: ☐ Might ☐ Grace ☐ Resolve ☐ Focus ☐ Presence ☐ Intellect
  Bonus: _____ Notes: _____
- Skill / Trait: _____
  Attribute Used: ☐ Might ☐ Grace ☐ Resolve ☐ Focus ☐ Presence ☐ Intellect
  Bonus: _____ Notes: _____
- Skill / Trait: _____
  Attribute Used: ☐ Might ☐ Grace ☐ Resolve ☐ Focus ☐ Presence ☐ Intellect
  Bonus: _____ Notes: _____

(Add more lines as needed.)

IMMORTAL CONDITION

- Immortal Notes (what you ignore: aging, disease, etc.):

- Reforming Details (where/how you come back at Tier 1):

- Quietus / True Death Notes (special risks, Entropic nemeses, artifacts):

ENTROPY, FACTIONS & HOOKS

- **Relationship to Entropy (feelings, history):**

- **Key Factions (Veiled Continuum, Entropic cults, Elders, others):**

- **Allies & Contacts:**

- **Nemeses & Problems:**

ADVANCEMENT TRACK

- **Growth Points (GP): _____**
- **Powers at / toward 100% (maxed):**

- **Tier Advancement Notes (when you hit new Tier, halving powers etc.):**

SESSION NOTES / PERSONAL GOALS

- **Short-Term Goals (this arc):**

- **Long-Term Goals (across eras):**

- **Memorable Events / Scars / Deals:**

The Highlander

Pronouns: He/Him
Tier: 2 – Veteran Immortal
Archetype: Warborn (with Icon leanings)
Cosmic Type Tags: Life / Conflict / Storm (Quickening)
Traveler Gift: Level 0 (no portals; occasionally rides others' gates)
Alignment vs Entropy: Opposes Entropy by defending people and stories he cares about; mostly a reluctant champion.

CORE ATTRIBUTES

Might 70 – Battle-hardened swordsman, strong for a human frame.

Grace 75 – Excellent duelist, agile footwork, strong reflexes.

Resolve 80 – Almost impossible to break mentally; centuries of hardship.

Focus 65 – Keen combat awareness; solid situational perception.

Presence 60 – Quiet, intense charisma; not loud, but compelling.

Intellect 55 – Practical intelligence; not academic, but very shrewd.

All rolls: 1d100 vs TN. 1–5 always succeed; 95–100 always fail.

DERIVED STATS

Cohesion: 22

Very hard to put down; Tier 2 resilience plus centuries of combat habits.

Tier: 2 (Powers have been halved once in his long career)

- Traveler Level: 0

  Has no native portal/gate ability; may hitch a ride with Travelers or stumble through existing scars.

ARCHETYPE: WARBORN

Core Role: Front-line close-combat specialist; thrives in duels and battlefield chaos.

Warborn Traits (Tier 2 version)

1. Battle Instincts
   - Once per scene, when surprised or ambushed, he may roll Grace 75 at Easy (+10).
   - On a success, he may take a free Move or Dodge before normal initiative is resolved.
2. Tactical Duelist
   - When facing a single primary melee opponent and taking a round to "read" them, he gains:
   - +10 to his next melee attack, and may ask the GM one question about the foe's style (strong/weak side, aggression, flaw).
3. No Surrender (Hardened)
   - When he would be reduced to 0 Cohesion, he may roll Resolve 80 vs Hard (–10).
   - On success, he instead remains at 1 Cohesion, still active, but is Exhausted (–10 to Might & Grace) for the rest of the scene.

POWERS (TIER 2 CURRENT)

(His ratings already reflect the Tier 2 halving; historically they were higher.)

1. IMMORTAL REGENERATION – 68

- Table: Defense / Regeneration & Survival
- Rating: 68
- Type: Healing / Recovery (self)
- Range: Self
- Duration: Ongoing, accelerated out of combat
- Frequency: Passive; rolls when under extreme stress or catastrophic injury

Effect:
He recovers from almost any non-Entropic injury given time: stabbing, gunshots, falls, internal trauma. Decapitation and specific Immortal-killing conditions bypass this.

Mechanics:

- In combat:
    - Once per scene, he may roll vs 68 to reduce a single major injury: downgrade one Major damage result to Standard, or a Standard to Minor.
- Out of combat:
    - He recovers lost Cohesion quickly:
        - Short rest (a few hours): regain 2–4 Cohesion.
        - Overnight rest: regain all Cohesion unless heavily Entropic-tainted.
- Cannot regenerate from decapitation or an explicit Quietus effect.

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2. IMMORTAL SENSE – 60

- Table: Mind, Senses & Illusion
- Rating: 60
- Type: Immortal detection
- Range: Short–Medium (~20–30 m, more as a “gut feeling”)
- Duration: Constant, with stronger pulses on proximity
- Frequency: Passive; rolls when focusing or under tension

Effect:
He feels a tense, electric “buzz” when another Immortal is nearby—like the Quickening humming in the bones.

Mechanics:

- When another Immortal (PC, NPC, or Entropic counterpart) enters Medium range, GM may call for a Sense roll vs 60.
- On success, he knows:
    - That an Immortal is near
    - Rough direction and distance (vague)
- MoS ≥ 30: He may also sense emotional “color” (hostile, fearful, calm, alien).
- Does not automatically distinguish Elders from lower-Tier Immortals, but Elders feel *heavier* at GM discretion.

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3. MASTER DUELIST – 72

- Table: Physical Mastery & Movement
- Rating: 72
- Type: Melee combat technique (katana focus)
- Range: Melee (Reach: engaged)

- Duration: Instant attacks, stance persists
- Frequency: Every melee attack; dueling stance can be maintained each round

Effect:
Centuries of swordplay honed into brutal precision. He is terrifying in one-on-one melee.

Mechanics:

- When wielding a sword or similar blade (especially his katana):
    - Gain +10 to Might tests for melee attack rolls (effective TN 80 with the katana in hand).
    - When fighting a single primary melee opponent, on a successful hit with MoS ≥ 30, he may either:
        - Increase damage by +1 band (Minor → Standard; Standard → Major), or
        - Impose a penalty (–10) on that foe's next melee attack or defense roll (his choice).

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4. QUICKENING SURGE – 63

- Table: Life, Death & Spirit (Storm-flavored)
- Rating: 63
- Type: Power burst / Overcharge
- Range: Self, with minor spillover
- Duration: 1 round of heightened effect
- Frequency: 1/scene (more risks backlash)

Effect:
He draws on the storm-like Quickening energy within him, channeling it for a brief, dangerous spike in performance.

Mechanics:

- As a Major Action, or immediately after delivering a killing blow (especially to an Immortal), he may roll vs 63:
    - On success, until end of his next turn he gains:
        - +10 to all Might and Grace tests, and
        - His next successful melee hit deals +1 damage band.
- MoS ≥ 30: The Overcharge also allows him to ignore being Disarmed once in that round (he recovers or retains his weapon automatically).
- 95–100: The surge misfires – he still glows and crackles, but suffers –10 to all rolls next round from overload.

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5. STEADFAST SURVIVOR – 58

- Table: Defense / Survival & Grit
- Rating: 58
- Type: Refusal to go down
- Range: Self
- Duration: One critical moment
- Frequency: 1/scene, usually in combination with Resolve

Effect:
Even before he became Immortal, he was stubborn. Now that stubbornness interacts with his regenerative nature in dangerous situations.

Mechanics:

- When he fails a roll that would leave him helpless (knocked off a roof, run over, pinned under rubble), he can roll Steadfast Survivor 58:
    - On success, the GM must offer him a lesser but still costly outcome (he

survives with a serious injury, clings to the edge, lands badly but alive, etc.).

- This Power doesn't negate damage; it just turns fatal results into survivable ones where plausible.

MASK & MUNDANE LIFE

Current Mask: Immortal Antique Dealer

- Cover Name: Russell Nash (among others)
- Sector of Work: Antiquities / Art trade
- Cover Rating: 78 (papers, records, and long-term staging are excellent)
- Wealth Tier: Comfortable–Affluent (he's had centuries to accumulate assets)
- Resource Rating: 65 (access to money, rare objects, small private armory)

Mask Complications:

- Long-running identity invites suspicion from those who check old photos and records.
- Other Immortals *expect* him to be drawn into any modern "gathering" or escalation.
- Emotional entanglements with mortals keep happening, even though he knows better.

BACKGROUND & PRIOR MASKS

Origin / First Clear Immortal Memory:

- Highland warrior in the 16th century, fatally wounded in battle yet inexplicably survives. Outcast, then learns what he is from older Immortals.

Notable Prior Masks:

1. Highland Clansman & Warrior
    - Era: 16th century Earth
    - Echo: Once per session, gain +10 to Might or Grace rolls involving melee combat in rough terrain, close-knit communities, or old-world weaponry.
2. Soldier in World Wars & Later Conflicts
    - Era: 20th century Earth
    - Echo: Once per session, gain +10 to Focus or Resolve when dealing with modern warfare, tactics, or battle trauma.
3. Wandering Swordsman / Duelist Across Centuries
    - Era: Multiple
    - Echo: Once per session, gain +10 to Presence when establishing yourself as a serious opponent in a duel or challenge.

SKILLS & GENERAL TRAITS

(Each grants +10 to the parent Attribute where applicable.)

- Weapon Training – Melee (Might) – Exceptional with swords and similar weapons.
- Close-Quarters Combat (Might) – +10 to Might in tight melee situations.
- Acrobatics (Grace) – +10 to Grace for footwork, dodges, and recovering balance in fights.
- Investigation (Focus) – +10 to Focus when poking into suspicious deaths, strange events, or Immortal rumors.
- Streetwise (Focus/Presence) – Knows how to move quietly through modern cities and ask the right questions.

- Intimidation (Presence) – +10 when he lets the centuries show in his eyes.

IMMORTAL CONDITION TRACKERS

- Immortality:
    - Does not age, cannot die of disease or natural causes.
    - Can be killed in a scene but reforms unless Quietus conditions are met.
- Reforming (Tier 2):
    - If destroyed without Quietus, reforms over days to a couple of weeks instead of months.
    - Usually re-manifests somewhere that mattered to him in the recent era: a hidden safehouse, a familiar city, or a place tied to his current Mask.
- Quietus / True Death Conditions:
    - Decapitation by a sufficiently potent weapon (especially an artifact like his katana) while at or near 0 Cohesion.
    - Severe Entropic interference during that moment (Old God attention, Entropic artifact blade, etc.).
    - Failing any required Resolve test in a direct Quietus situation (GM's call).

KEY ARTIFACT: THE KATANA

Masamune Katana – "Edge of the Quickening"

Type: Artifact Weapon (Sword)
Power Level: Very High (Immortal-slaying potential)

Description:
A beautifully crafted katana of unknown age, its steel subtly etched with patterns that seem to shift in lightning storms. When drawn in the presence of another Immortal, it hums faintly with Quickening energy.

Artifact Benefit 1 — Edge of Mastery

- When he wields the katana using Master Duelist, he gains an additional +10 to melee attack rolls (stacking with his trait bonus), for an effective base of Might 70 + 20 = TN 90 in optimal dueling situations.
- On a successful hit with MoS ≥ 30, he may treat damage as one band higher than normal (e.g., Standard → Major) once per round.

Artifact Benefit 2 — Immortal-Killing Cut

This is where it becomes Immortal-killing in your system.

When he strikes an Immortal (or comparable being) who is:

- At 5 Cohesion or less, or
- Reduced to 0 Cohesion by that attack,

he may declare a killing stroke (usually a decapitation).

Mechanics:

- After a successful hit meeting the above condition, he rolls Master Duelist 72 again at Easy (+10) to "lock in" the killing blow.
- If this roll succeeds:
    - The target must immediately make a Resolve check vs Quietus at a severe penalty (GM suggestion: –20 or worse).
    - On a failed Quietus check, the target suffers True Death—their pattern is

cut from the weave, and they do not reform.

- If the secondary roll fails:
    - The blow is still devastating (normal damage applies), but does not trigger Quietus; the target may still reform later as a normal Immortal would.

Optional Hard Mode:
For non-Elder Immortals (Tier 1–2), the GM may rule that a successful Immortal-Killing Cut with MoS ≥ 30 automatically causes Quietus, no Resolve check, unless special conditions protect them.

Artifact Benefit 3 — Quickening Harvest

When he successfully causes an Immortal's Quietus with the katana:

- The area erupts in a violent Quickening display: lightning, energy arcs, objects shaking.
- Immediately trigger Quickening Surge (no additional roll required):
    - He gains the Surge benefits at their maximum (as if MoS ≥ 30).
- The GM may allow long-term effects:
    - A small permanent boost to one Power rating,
    - A temporary narrative power-up, or
    - A new minor Trait inspired by the fallen Immortal's skills.

ADVANCEMENT & TRACKING

- Growth Points (GP):
    - As a long-lived PC, he may start with some spent GP baked in (Tier 2 status reflects this). New GP can be spent to:
        - Increase Attributes,
        - Improve Power ratings,
        - Buy new Skills/Traits (2 GP each),
        - Slowly evolve toward Tier 3.
- Tier Path:
    - The Highlander already advanced once to Tier 2 (his Powers halved and grew broader).